NEW GAMES!

STAR WARS
YODA ONE DAT I WANT...
The Clone Wars – rated!

METAL GEAR SOLID 2 SUBSTANCE
SNAKE PREVIEW! Get the early verdict right now...

MORTAL KOMBAT
GORO BLIMEY! Bleeding great six-page review...

GRAND THEFT AUTO VICE CITY
TIP SERVICE! The best ad-vice going (clever, see?)

No.1 FOR PLAYSTATION®2

PSM2

READ BY REAL PS2 GAMERS

BEST MAG! BEST DVD!*
BEST VALUE
£3.49!

PRIDE FC
"No eye-gouging, no groin-shots." First look at PS2's hardest title...

TOMB RAIDER
The shocking truth about PS2's forgotten hero.

WORLD EXCLUSIVE FIRST LOOK!

DRIVER 3
The game The Getaway should have been.
Mind your manors – the daddy's back in town...

*DVD not available in the US or Canada

PLUS: THE BEST REVIEWS IN THE BUSINESS
Legends of Wrestling 2 / **Wild Arms 3** / SOS: The Final Escape / **Dead to Rights** / The Mark of Kri / **Silent Hill 2: Director's Cut** / Contra: Shattered Soldier / **The Simpsons Skateboarding**...

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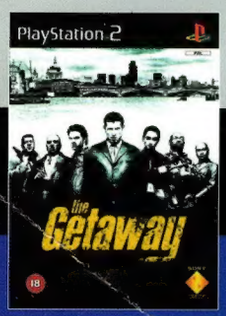
Getting away in London!



This is the Getaway. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. Ready to see the sights?

www.thegetaway.co.uk
uk.playstation.com

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PlayStation 2

THE PARANOIA PLACE THE SADISTIC PLACE THE HOSTILE PLACE THE THIRD PLACE

PSM2 COVER GAME! PG22

DRIVER 3

The original gangster storms Miami, booting *The Getaway* in the apples and pears. PSM2 basks in Reflections' sizzling sequel.

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

WELCOME TO PSM2

BEEN THERE. DONE THAT. SEEN IT. DIDN'T BUY THE T-SHIRT. THERE WASN'T ONE.

What? You know – *it*. Everything. Well, practically. What? Ah – that'd be telling. No, really. No, if we tell you, you'll want to... what? *No*. Oh, OK. But only because we admire your persistence.

Dan and Dan (but not the other Dan – yes, the art one) have seen the end of *Tomb Raider*. That's the last cutscene of the upcoming game. Ahhhh – see? Now you *do* want to know. But only *sort of*. Only in the way everybody else did – other Dan included – before they realised they'd be ruining something they'd been looking forward to since, well, since issue one. It's tough, being this far ahead of the game. We knew about Raiden, say, or the golf outfits in *Vice City*, miles before we got to play the game – because sometimes we have to spoil the surprise for ourselves so that we can keep you informed. See?

Hinge technology? We've seen that too. Dan ventured to sunny Newcastle for a nuts 'n' bolts breakdown of *Driver 3*. Flapping bonnets are one thing, but keeping a lid on it in the first place is quite another. That's the problem, see. Knowing when to squeal like a plum-clamped informer and when to muzzle your tongue for the greater good.

Driver 3 – we tell you *everything* on pg22. *Tomb Raider* – we tell you everything that *matters* on pg16. We're not going to spoil the hottest title of next year, *just because we can*. We'll leave that kind of blinkered fun destruction to our rivals...

THE PSM2 TEAM

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 32

We're the coolest of the cool, the hippest of the hip, bringing you superfly DVD vibes direct from PS2 groove central. Forget the rest, yo' down wit' da best – keep it locked to PSM2.

TOMB RAIDER: THE ANGEL OF DARKNESS

She didn't manage to turn up in our Christmas stockings this year, but we love a lorra Lara here at PSM2, and this month we headline with an exclusive hit of *Tomb Raider* style. Take a look at Accelerator for an exclusive peek behind the scenes at Core Design. Nestled in Developer Insight, you'll also find our exclusive eight minute 'Making Of' documentary, featuring brand new in-game footage and the thoughts of the game's creators. So just sit back, relax and watch those polygons jiggle.

Besides that, there's a dose of brutal free-for-all fighting in our exclusive look at *Pride FC*, an all-new *ZOE2* trailer, an interview with Ed '*Mortal Kombat*' Boon and tons more. Read on for the full skinny.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing START) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

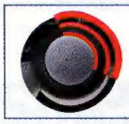
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...



While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

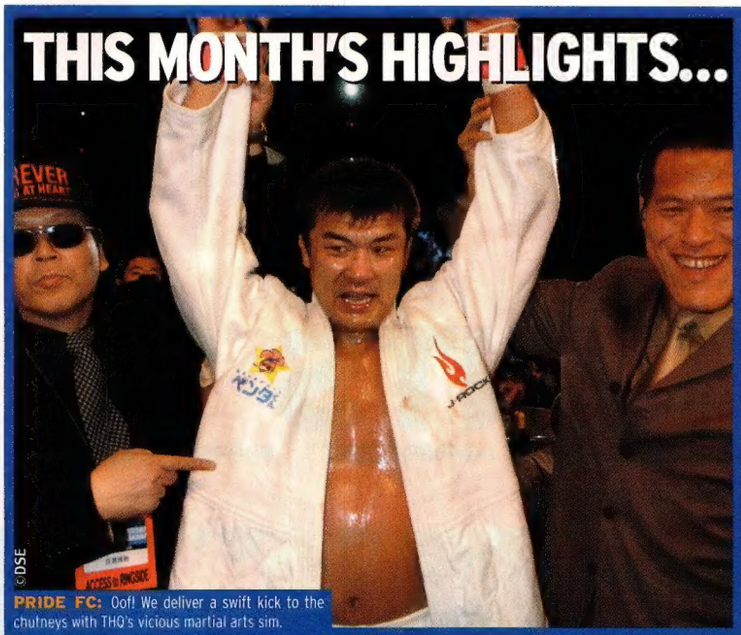
THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...



PRIDE FC: Ooh! We deliver a swift kick to the chutneys with THQ's vicious martial arts sim.

ZOE2: All-new five-minute trailer of Konami's mech-bashing sequel.

TRUE CRIME: Take to the streets of LA in our all-new trailer.

RYGAR: Hands on with this top new Ninja title from *DOA* developers Tecmo.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

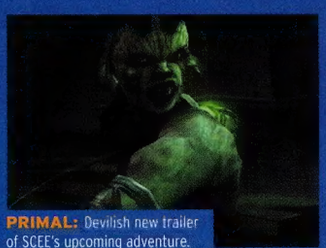
All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.



PRIMAL: Devilish new trailer of SCEE's upcoming adventure.

PRO TIPS

No other mag brings you top guides and reader show-offs.

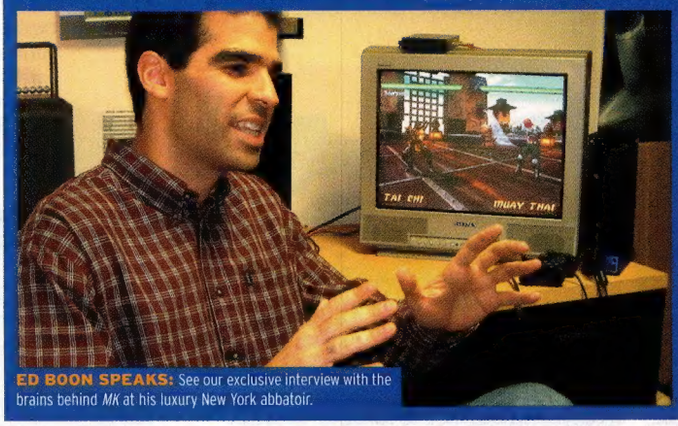
Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

SECRETS OF VICE CITY PART 2: More hidden goodies in Rockstar's blockbuster crime hit.



ED BOON SPEAKS: See our exclusive interview with the brains behind *MK* at his luxury New York abbatoir.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

DVD 31's secret footage was an online *THPS4* showdown between the PSM2 and Official PlayStation 2 teams. To find it, choose Accelerator, go down to Coming Soon and press Left.

PLAYSTATION 2 MAGAZINE
PSM2

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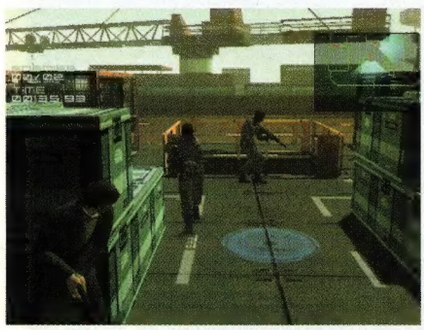
NEW UK TITLES KICK OFF ON PG54

WORLD EXCLUSIVE!

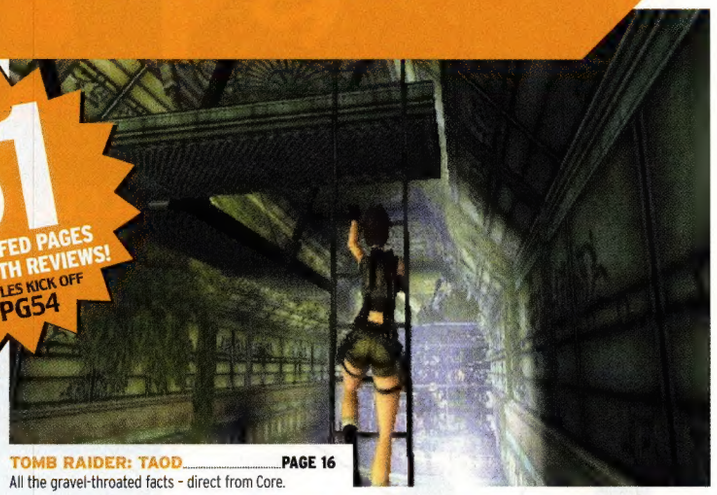
DRIVER 3

Get your motor running – the series that defined criminal shootage and went off to Miami while *GTA* was still in 2D is back. Tanner's cruising home with a mission-stuffed tearabout full of dynamic door physics, real-time deformation, and a bootfull of projectile toolage. PSM2's own man aboot toon, Dan D, visits Reflections for the first look on page 22.



METAL GEAR SOLID: SUBSTANCE ..... **PAGE 30**
Want something to test your sneaking reflexes? Here you go, then...

STAR WARS: THE CLONE WARS ..... **PAGE 56**
A force to be reckoned with, or Obi-Wan to avoid? Get the truth.



TOMB RAIDER: TAOD ..... **PAGE 16**
All the gravel-throated facts – direct from Core.

MORTAL KOMBAT ..... **PAGE 68**
Bloody good, or gutless pretender? The essential verdict.

DEVIL MAY CRY 2 ..... **PAGE 12**
Dante believe the hype – twin-gunned twirling a-go-go.

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PRIDE FC.....**PAGE 48**
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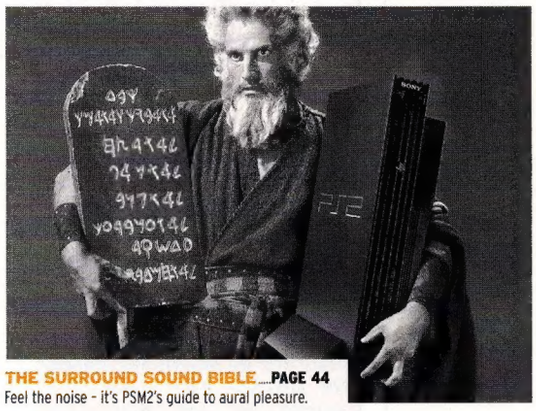

THE SURROUND SOUND BIBLE....**PAGE 44**
Feel the noise - it's PSM2's guide to aural pleasure.

2002.....**PAGE 90**
Gaze back at the best of the year they all called '2002'.

"THE PRIZE FOR THE WILDEST ARMS EVER GOES TO CHANNEL 4 RACING'S JOHN MCCRIRICK" WILD ARMS - PG64

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, flick back here now and check out what you've got to watch when you get home...

8 LETTERS
Find out what *real* PS2 gamers are talking about.

12 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

22 DRIVER
Guns. Cars. Miami. Fighting the familiarity, PSM2 goes to Newcastle – and finds there's a lot more to Tanner's latest caper than you'd expect.

ISSUE #32 "SCREW DRIVER?"
You can't walk down the street without tripping over crim-sims - so why should you care that Tanner's started packing a gat? Martin Edmondson explains - and Dan goggles at hinges - in the world's first look look at the wonder of *Driver 3*.

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Don't go shopping for PS2 titles unless you've checked out our essential scores first.

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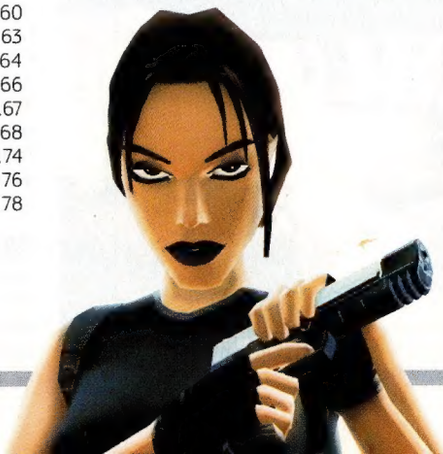

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Training you in the dark arts of PS2.

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GTA: VICE CITY.....**PAGE 104**
The third part of our *Vice City* mission-fest takes you to the end of Tommy's story - and the start of his empire.

YOUR QUICK FLICK GUIDE!

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Tom Clancy's Splinter Cell	124	Overload
Wild Arms 3	64	Reviews
X-Men: Wolverine's Revenge	125	Overload

LETTERS
THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE
"D'YOU THINK THEY'D GIVE ME FREE GAMES IF I OFFERED TO CHANGE MY NAME TO BMX XXX?"

Dear PSM2,
Help. I think I've discovered a plot to wipe out further generations of gamesplayers. The perpetrators? None other than Acclaim. The method? Their 'quirky' advertising campaigns. Consider the evidence:
Exhibit A: *Turok*. Acclaim offer free consoles and cash to anyone who'll change their name to Mr Dinosaur Hunter. Five thousand people respond, effectively ruining any chance they might ever have had of getting a girlfriend.
Exhibit B: *BMX XXX*. On the day of release, I couldn't move through my local Game for hyperventilating teenage boys. Boys who, instead of going out and learning how to form meaningful relationships, sate their hormones with a burst of spoke-based smuttery.
Exhibit C: *Burnout 2*. Acclaim offer to pay the fine of anyone caught speeding on the day of release. Result? Gamers crash, or are imprisoned. Maybe.
And there you have it – they're trying to end our lineage with their devious marketing ploys. Please, help me spread the word before they... erk!
Doug Clancy
Herts
PS D'you think they'd give me some free games if I offered to change my name to *BMX XXX*?

Well, we're convinced. How about it, readers? Perhaps you think Eidos are conspiring to bring down the monarchy, or Midas are breeding a super-race of hyper-aggressive monkeys. Let us know – there's a place on the PSM2 Witness Relocation Programme for every letter we publish.

This is your chance to air your views on the hot potato of the moment:
PS2 online gaming – no really, do you give a shit?

EMAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

70-75%
Dear PSM2,
In the Xmas issue you were given a bit of stick about your reviews. I can see in the future you will compare *The Getaway* to *Vice City*, like you do with *FIFA* to *PES*, *TS2* to *Goldeneye*, any racing game to *GT3*, etc. Review the game and don't compare it to the best title in its field. You give me the impression you don't like *The Getaway* because you love *Grand Theft Auto*. And no doubt you will give *The Getaway* 70-75%.
Roger Robinson
Via email

Close, but no cigar. We'd love every game to be brilliant – then we could have fun all the time – but as we said, *The Getaway* had a woeful camera system and a hackneyed plot. Besides, what do you do if you only want to buy *one* criminal-driving-shooting game? See?

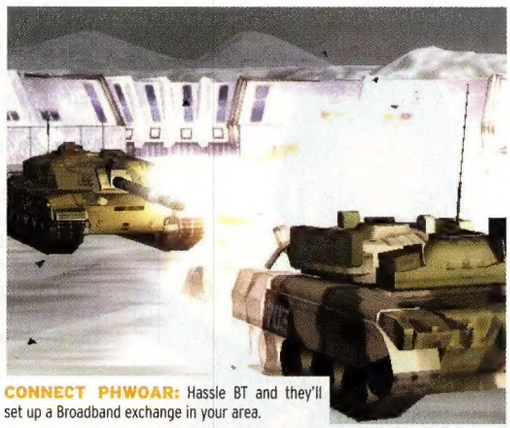
PICK THE FLAGS
Dear PSM2,
I am writing this letter to prove a point about the amount of times teachers tell us "You shouldn't be up all night playing games, it's not good for your education." Bang wrong – *Pro Evo*'s good for your geography because when you pick your teams you pick the flags. Shooting games such as *Max Payne* make you a gun expert. *Medal of Honor* is a good history lesson. *GTA* tells you to do well in exams and get a good job so you don't end up like Tommy Vercetti. There are probably loads of other games that I haven't mentioned.
Anonymous
Rossendale

Erm... yes. How about *Dance Summit 2001*, where we learned the Japanese for left and right? Or that bit in *MGS2* where Vamp explains why you can't swim in oxygenated water? Seriously, though – we're all for learning about guns and flags, but spelling's quite important, too. And maths.

POSTCODE LOTTERY
Dear PSM2,
Online gaming. Well, finally Sony have come (fairly) clean about Broadband online gaming. So, I checked with BT and, guess what, our exchange is not currently Broadband enabled – but if enough people (around 500, I think) 'register an interest' then we *will* get Broadband. Back to the phrase *postcode lottery*. I do understand why Broadband is the online gaming choice – I'm just a bit fed up that I won't be part of it in spring 2003 most likely. Possibly a cable supplier would allow Broadband but I can't afford it! So if you want Broadband connection in the New Year register an interest with your current phone line supplier. You know it makes sense.
Katherine Humphries
Dorset

There you have it – the non-cable Broadband movement starts here. We've registered our interest...

WRITE TO PSM2 WITH: YOUR THOUGHTS ON GAME DESIGN... YOUR HOPES FOR BROADBAND... PROVOCATIVE QUESTIONS...


CONNECT PHWOAR: Hassle BT and they'll set up a Broadband exchange in your area.

THE PSM2 RAGE GAUGE
GRRNNNNNNFFFGH!
Dear PSM2
Is there anything more irritating than when you have to put out frigging fires with extinguishers? I doubt it. *TimeSplitters 2* and *The Thing* are both guilty of delaying the good stuff as we sit holding down the ⊗ button and waving the analogue stick around. If I wanted to put fires out, apparently I could be getting paid 20 grand a year for it. Please sweet Jesus attempt to stop this moronic extinguishing business. It's intensely annoying and boring the shit out of me. Thank you.
Andy Matthews, via email

SORROW
Dear PSM2,
There has been a lot of confusion and mixed feelings over the PS2 going online. My main worry about it is the cost. But, if you put money out of the picture, who wouldn't agree that this is a particularly good addition? Let me put it like this. You know all those times when a computer controlled character sneaks up behind you without you knowing, and kills you with a head shot (like in good old *Syphon Filter*)? You want revenge, but then when you get it, you realise that all you are doing is killing one of a huge army of people, controlled by a machine that feels no anger or sorrow. Ah, but now imagine playing online. When you snipe an opponent off from a hundred yards while they are looking straight at you, and they only work out that they are in mortal danger at the last minute, you feel great. And you know why? Because you just killed a character that someone else was playing. You just made them feel bad. Really bad. Heh, heh, heh!
Lyle Jackson
Coventry

Or, y'know, you could play games where you work *with* other people, trading and making friends and sharing skills. No? Oh.

CRAPFEST
Dear PSM2,
Why is it *only* at Christmas that developers get up off their arses and churn out some decent games? OK, so the occasional *MGS2* and *Tony*

AT THE EARTH'S SCORE

Yes it is a matter of global proportions. No review score in the mag goes to press without the writer justifying it to the rest of the team first.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

HOTPANTS

In issue 29, you said that Dan was with some "glamour girls in hotpants". I would very much like you to send me photos of the girls.
David Matthews
Via email
We're sure you would.

ORANGE

If you have a saved game from the first *Pro Evo* and load it in the options file, 'Orange' players will change to the real names.
Christopher Barras
Via email
He's right, you know.

RICH

I am not a rich magazine journalist who calls it a job to play games all day.
Jack Hendries
Neither are we.

NOTHING

Nothing is perfect so don't expect games to be.
Alec Bower
Ah, but...

SOMEBODY

I'd like a 100 score from somebody!
Calum Muir
That's both sides of the argument. Thank you, and goodnight.

Hawk's are released throughout the year, but only at Christmas are almost all the games up to scratch. Why? Is it just the thought of a Christmas bonus that fuels the developers to toss their *Worthless Crapfest 2: Coming of the Stolen Idea* into the bin and spin out a fabulous title? Yes, I know that I may seem like a moaning git, and yes, I know that *some* developers are working to the full extent of their talents all year round, but don't we, as dedicated gamers, deserve better? I would like to think that we do.
Calum Muir
Via email

Actually, it might be that software publishers only release good games at Christmas because that's when they know they're going to sell.

BLESSED

Dear PSM2,
Last year we've been blessed with *THPS3*, *MGS2*, *GTA3* and *Agent Under Fire*. This year, all the sequels have had lower scores – especially *Nightfire* – except one. *Grand Theft Auto: Vice City*. Why? Because it was given the PSM2 treatment – although the top three PSM2 ideas were nowhere to be found – and earned a massive 97%. Why am I telling you all this? Because I think it could really make good games into great games. Imagine the magazine with a few pages filled with ideas from the public. *FIFA*, *Smackdown!* and all other games could be turned into great games via PSM2 from what they did to *Vice City*. We could call it IdEamail.
Alex Noble
Via email

Actually, two of our top ideas (being an ice-cream man and owning a swank gangsta pad) were in *Vice City*. And we do this all the time – Joel's already sent THQ a list of suggestions ("more facial lacerations!") about *Pride FC* off to THQ (see pg53). Send us your thoughts and we'll pass them on.

FANATIC

Dear PSM2,
I was reading your excellent magazine's review of *Pro Evo 2* and was wondering, how do you decide who reviews which game? Some types of game you either love or hate, so how do you choose who will give a fairer review? For example, the amazing *FFX*, which you gave 90, could easily have earned an 85 or a 95 in the hands of another reviewer, who may dislike RPGs or be a complete fanatic. Also, games in the same genre may be underrated and others overrated because of reviewers different opinions of the genre, making the latter seem more appealing to your readers. If the reviewer of the overrated game reviewed the other game, it may earn a much higher mark. So, how do you prevent these biased scores from being given? So far I have found no such opinionated reviews in your great mag. Keep up the good work!
Christopher Riddick
Wokingham

LOVE BUGGED: Unsurprisingly our Valentine's letters page has turned into a right Dear Deidre...

Um, anyone else want to see Tony trying to find his check-in desk and getting frisked by a frumpy security guard? Anyone?

SIX-FOOT MONKEY

Dear PSM2,
I'm writing to you for help. Five months ago, my fiancé Sarah surprised me with a PS2 and a copy of *Smackdown!* For the first three months, everything was great. Then my beloved was taken away from me. Sarah decided it was her turn to play. I'm beginning to forget what that vibrating pad feels like in my hands. My perfect partner is now being used as an outlet for my fiancé's artistic endeavours. At the start it was fine, even helpful at times – I can now take a weird 1980s-style Hulkster to the title, for instance. But it started to get out of hand when she made Michael Jackson into a wrestler. I knew I had to write when this morning, I awoke to find Eminem taking on a six-foot monkey in a blue jumpsuit and yellow boxing gloves. Seriously. This isn't just a cry for help, it's a stern warning to all engaged/married gamers – don't, whatever you do, leave your betrothed alone with your black magic box – it'll only end with you drinking Horlicks and playing Alex Kidd on your Master System.
Leigh Milne
Via email

A cautionary tale indeed. Our girlfriends just keep stealing cars in *Vice City*, then driving them into the river and laughing maniacally. It's quite frightening.

"PRO EVO'S GOOD FOR YOUR GEOGRAPHY, MAX PAYNE MAKES YOU A GUN EXPERT, AND MEDAL OF HONOR IS A GOOD HISTORY LESSON"

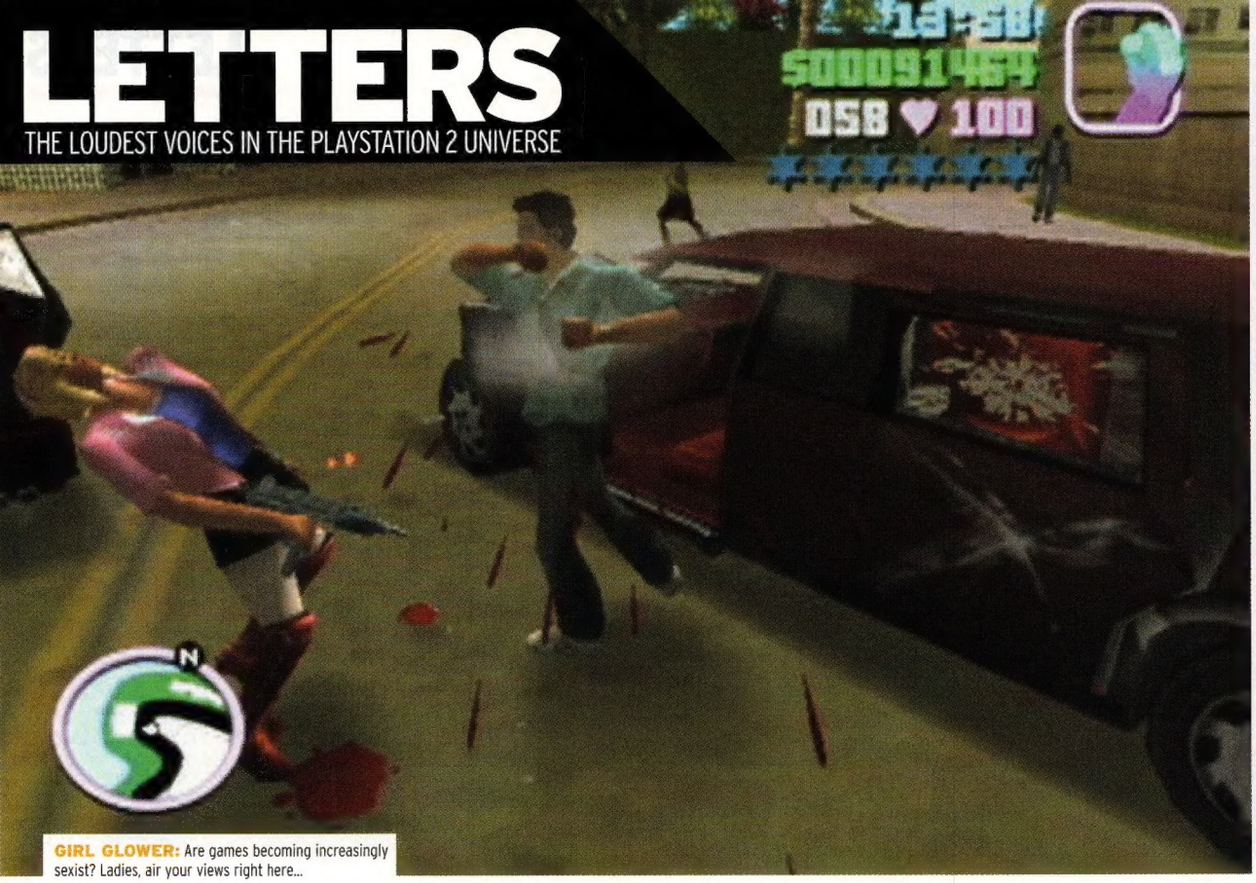
Good question – what tends to happen is everybody reviews genres that they like a *bit*, and then Marcus puts all the scores through a complex sequence of filters. Either that, or we all argue a lot until we settle on a fair score, then knock any beat-em-ups Joel's reviewed down by about five percent. Depends how close to deadline we are.

HATCH

Dear PSM2,
If there's one thing that annoys me about computer games it's the start of a level. There's never an explanation of how the characters got there, no door, or gate in sight. I would love to see a short cutscene about how the hero enters the building, how the racers enter the circuit, how *Tony Hawk* gets into the airport. I think it would give that edge and make it more involving.
Rob Gratix
Via email

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



GIRL GLOWER: Are games becoming increasingly sexist? Ladies, air your views right here...

OR GET DIVORCED

Dear PSM2,
My name is Nathan Emery and I am hailed as a complete sad case at work. What my work colleagues don't know is that another world exists that most people have no idea is there. This is the game dimension. In order to successfully survive this place you need to know the rules.

1. Ditch your girlfriend, or get divorced if you're married.
2. Say a last goodbye to your family and friends.
3. Don't look back.

Who needs a girlfriend?
The PS2 never cheats on you.
It always loves to be played with.
It doesn't mind what time you get in.
(Etc, etc. Down to...)
It never says no.
Its always in the mood for hard action.
The only problem is it'll never do the dishes, cook or clean.
If you follow these rules you are on the way to becoming a well respected member of the REAL WORLD.
Thanks for listening.
Nathan Emery
Via email

Well, Nathan, we honestly can't imagine why you're hailed as a sad case. How about it, ladies? Anyone? No? Really?

LOVE ME 2: Balance your PS2 relationships by swapping *Vice City* for Legally Blonde occasionally.

NETHER REGIONS

Hi guys,
Sorry to be a 'nag'. But this is my second letter to you on the subject – as a woman, I still can't help feeling marginalized in the male dominated world of gaming. Too many pics of women's 'nether regions', boys! Come on, pages 4 and 5 of the Christmas issue 2002? They're virtually pornographic! I see you've added a female *(um... that'd be Esther)* to the staff photo – very representational, I must say, seven to one...

Come on guys – a bit more respect (and maybe a more equal amount of lads cheeky bits, too boot), wouldn't go amiss now, would it?
Danielle Woodbridge
Via email

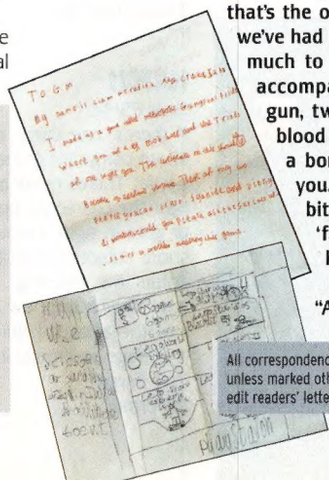
Ah, but what about page 115? Big hunky bloke, see? You can see his nipples and everything. Seriously, though – the Shagging Sells Everything argument isn't exactly restricted to PS2. Check out any advert that isn't on during Fifteen To One. No? Fair enough. Next issue, be here for a big picture of Dan's ass. Or, on the other hand...

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

DESIGN FOR LIFE

My name is Liam Meredith – aka Craka Jak. I made up a game called *Metropolis Gangstas Pride* Where you are an ex mob boss and the Triads are out to get you. The certificate on this should be 18 because of extreme violence. There are only two people you can trust: Syanide and Vinny Di Montero. So could you please ask the fat cats upstairs to consider making this game?
Liam Meredith
Via email

Shame on you, readers – apart from a frightening Lego licence, that's the only original game pitch we've had this month. It isn't even much to go on, even given the accompanying diagram of a gun, two bullets, a splodge of blood and what appears to be a bomb. But hey – we love you. And so, since we're a bit out of touch with the 'fat cats upstairs', we had a chat with Dave Doak. His verdict? It's "A bit thin on detail".



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GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

Online gaming
GTA Vice City
Game violence
RPGs
Sexual parts

PLAYSTATION 2 MAGAZINE
PSM2

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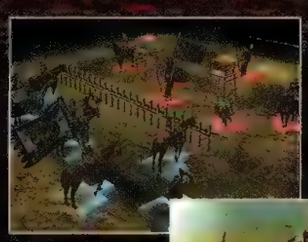

- The player's decisions make the story! Multiple story branches and endings allow the player to create their own Three Kingdoms Saga!
  Will you stay true to history, or create an entirely new "What If" world?
- Choose to follow the campaigns of one of three charismatic leaders:
  Liu Bei, Cao Cao or Sun Ce.

AVAILABLE NOVEMBER 2002

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PlayStation®2

PLAYSTATION 2 MAGAZINE
PSM2
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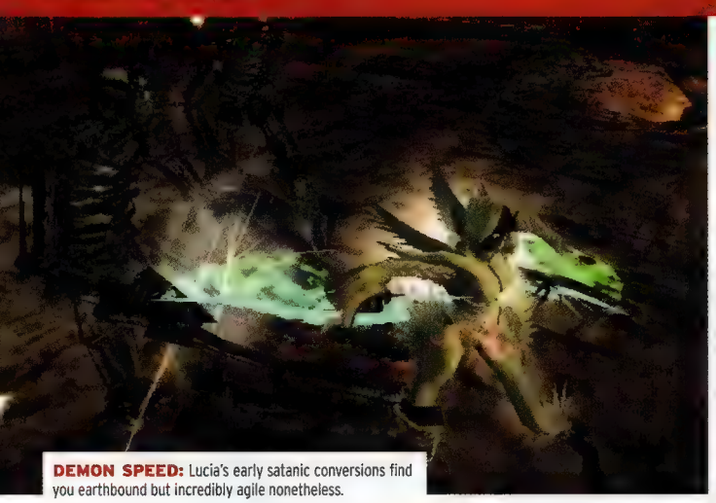
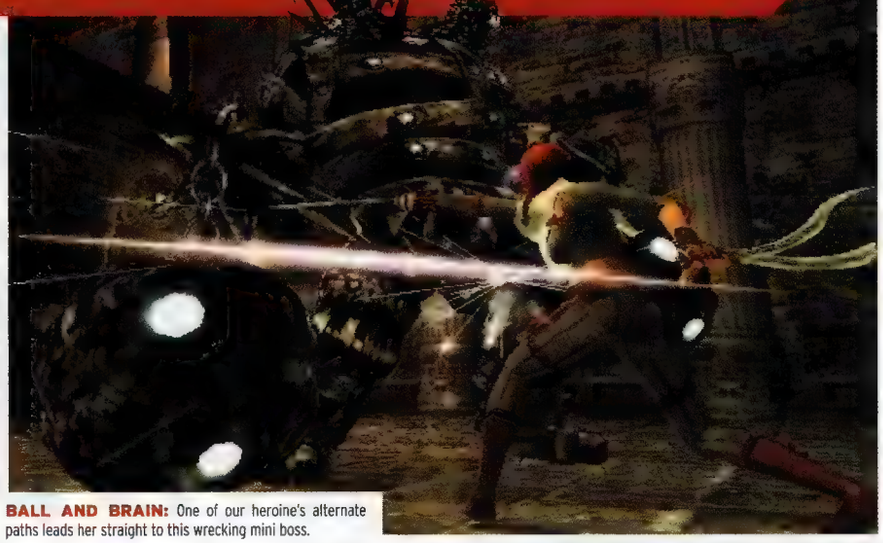


DEMON SPEED: Lucia's early satanic conversions find you earthbound but incredibly agile nonetheless.



BALL AND BRAIN: One of our heroine's alternate paths leads her straight to this wrecking mini boss.

›FIRST LOOK フルラル

LUCIA INHIBITIONS

First play of *DMC2*'s horny little minx, as Capcom's two-disc epic somersaults into the UK – grab PSM2's decisive early verdict here.

Capcom are priming *Devil May Cry 2* for UK release on March 28th, with another tantalising revelation. As early rumours suggested, the game will appear on two discs – one for peroxide goth mentalist Dante, the other for high-kicking red-head Lucia. You'll play the story from different perspectives – a bit like *The Getaway* – with character-specific boss battles and branching locations.

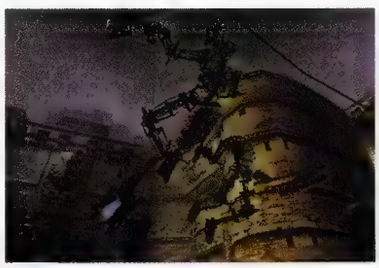
Lucia plays Carrie Ann Moss to Dante's Keanu Reeves – acrobatic, graceful and brutally uncompromising. We were particularly taken with her 360° body twirling 'wall-run' move (just tap ◎ near the surface) and her infinite-reload throwing knives, which work in the same fashion as Dante's trademark twin pistols. Comparatively, Lucia is *slightly* more agile – with more dodge moves – focusing on combo-centric martial arts. Her devil alter-ego looks like a shimmering white falcon, with the ability to fly, when you've collected the right ability gem, by consistently tapping the ⊗ button.

In an RPG-style twist, both characters can earn new abilities for their devil amulet, tactically juggling their skills as the occasion sees fit. For example, some foes respond better to flame-based attacks than ice-strikes. Ability gems are earned by fighting stylishly, according to the S, A, B, C, D ranking system of old. Classifications like 'Stylish' and 'Awesome' have been replaced by monickers such as 'Don't Worry' and 'Come on'. Dante's ultra-stylish Devil Rain move – where he inverts his body mid-air and shoots upside down – is easier to pull off and looks brow-creasingly flamboyant.

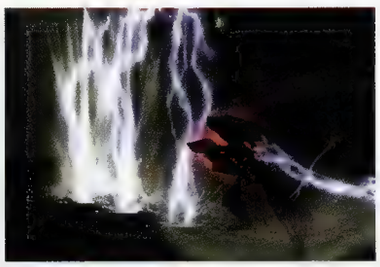
Unlike previous *Resi* games, you can play either character from the outset. The routes are genuinely divergent – in one section, Lucia scales the rooftops for a clock tower showdown with a mace-handed juggernaut, while Dante takes the sewers and tackles an angry demon gorilla. The new villain is called Arius, who sports a fruity silky gay suit/tache combo. He runs a big evil multinational conglomerate – don't they all – as a front for the game's *real* threat, a bloody big demon.

PSM2 RECKONS *In truth, Lucia feels like a more slippery version of Dante, but that's the point* – DMC2 *is all about finger-blistering visceral gratification. While the moves feel more intuitive and chest-puffingly audacious than ever, don't expect a revolution. However, this is vintage* DMC *– that is to say, bloody brilliant. Tidy those mullets for a full review next issue.*

"HER DEVIL ALTER-EGO LOOKS LIKE A SHIMMERING WHITE FALCON"



FIRE PURCHASE: By repeating her spinning knife throws, Lucia can prolong her time in the air.



MUNICIPAL SPARK: Dante, meanwhile, has a whole new slew of demon attacks for the player to earn.

›FIRST LOOK 7151

FUTURAMA GILES

Do the Slurm, do the Decapod 10, do the 010001 waltz... It's party time as we bring you the first shots of Groening's interactive toontown.

Good news, everyone – despite the cancellation of the US show, *Futurama* the game's been picked up by SCi for a UK release. For those not familiar with it, 'Rama's the hyperactive brainchild of Simpsons creator Matt Groening, set in the year 3000. It's also, naturally, the perfect candidate for a bit of cel-shading, though SCi insist they've got – ahem – a 'custom-made outline and toon-shading render engine' doing the grunt-work.

The script's been written by J Stewart Burns, the series' Emmy Award-winning writer. Typically, it's sci-fi mental – kindly old industrialist Mom's bought Planet Express, leaving her as 51% shareholder and de facto ruler of Earth. She's planning to use the entire planet as a gigantic warship, and – yes – only *you*, playing as Fry, Leela, Bender or Dr Zoidberg, can stop her. How? Well, by shooting, kicking, jumping, puzzle-solving (if you count activating generators to work lifts) and, um, wisecracking. Each character has their own selection of special moves – Leela does her trademark martial arts and Bender, apparently, 'smashes things'. Rather than, say, bending them. They've also got a barrage of catchphrases at their disposal as performed by the actors from the show, from "Bite my shiny metal ass" to "Who's the daddy?" That's Fry, just in case you were wondering.

FRY'S BERKISH DELIGHT: Ah, the joys of uniting a cartoon man of little brain with a claw hammer...

"BENDER SMASHES THINGS. RATHER THAN, SAY, BENDING THEM"

The game's 21 levels encompass some locations you'll know from the show – from the sewage-drenched Old New York to, er, New New York – and others that you won't. Environments like the Asteroid Junkyard, Sun City and the Bogad Bayou have been created specifically for the game, but as with everything else, they've still got the Groening sign-off of quality. More humour's retained by those ever-present in-jokes – we've already spotted references to *Metal Gear Solid* and Star Wars, and there will doubtless be more to come. The plot also involves travelling back in time to stop the deal going ahead, so we wouldn't be surprised to see some year-2000 funnies in there.

PSM2 RECKONS Road Rage *and* Simpsons Skateboarding *suggest that the Groening seal of approval's no guarantee of a good game. But, with a touch of* Fur Fighters *irreverence there's a chance this could be great. Here's hoping for some lengthy cameos from Zapp Brannigan and Morbo.*

HOME TOON BOY: Fans'll feel right at home the minute they step into the detailed interiors of Planet Express.

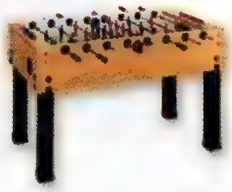
FRENCH KICKERS: No problems with depth perception here as Lila perfects her footwork Bruce Lee style.

ACCELERATOR

›PSM2 COMPETITION フハフヌ

WIN! A FOOTY TABLE, DVD PLAYER AND FAMILY GUY SERIES 2!

If, like us, you usually spend your Saturday mornings sleeping in, placating a loved one or wishing you paid more attention in school, you've probably never heard of Family Guy. You have? Er, well skip the next few sentences and join us at the next paragraph. If you're still with us, the first series was recently repeated on Channel 4, following a successful run on satellite TV. The show follows the exploits of America's second most dysfunctional family, including Peter the beer-chugging patriarch, Brian the talking dog and Stewie the evil baby genius, who, in one rather memorable episode, invented a weather machine to rid the world of broccoli.



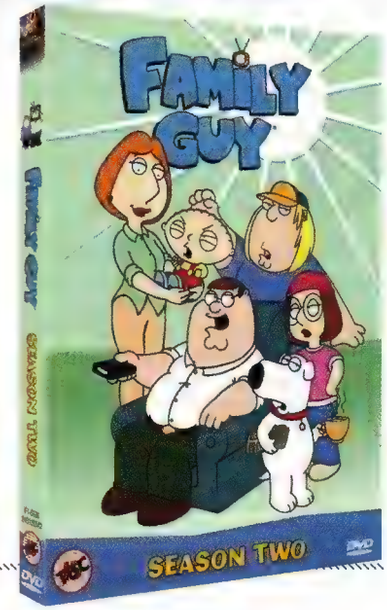
Well, thanks to our pals at Twentieth Century Fox Home Entertainment we're giving away ten copies of the Family Guy: Series Two DVD boxset to celebrate its simultaneous DVD/VHS release on 27th January. Better yet, one lucky winner will scoop a £400 football table and a swishy JVC DVD player. All you have to do is answer the stupidly simple question below, and remember the golden rule: people who send in multiple entries – especially when they're too stupid to change the handwriting – will be poked in the eyes with a raw parsnip, and sprayed with Primula Cheese Spread.

Which famous Guy tried to blow up the houses of parliament?

1) Ritchie
2) Of Gisborne
3) Fawkes

Answers on a postcard to: Family Breeds Contempt, 30 Monmouth Street, Bath, BA1 2BW. No correspondence will be entered into and the editor's decision is final. We won't accept multiple entries. If you're determined to cheat, at least think of a different tiebreaker. Yes, Barry McGovern, your many entries for the Christmas Hampers compo are lining Milf's 'special' trousers

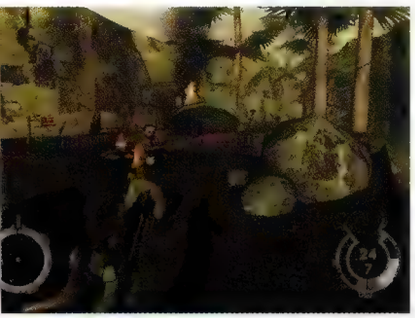
BoysStuff.co.uk
The One Stop Shop For Big Boys Toys



›PSM2 FIRST LOOK フハフヌ

THUNDER THE INFLUENCE

Want to erase cigarettes from history? *Turok* meets *Back to the Future* in Computer Artwork's consequence-heavy *A Sound of Thunder*.



HISTORY DEFEATING: The cultists are trying to bring down the future by tinkering with dino DNA in the past.

PADDLE STEAMER: The time dilation weapon runs on thermal energy so you've got to locate geysers to recharge it.

CREEP FREEZE: You need to protect local flora and fauna from harm otherwise the timeline alters drastically.

UPTOWN GRRRRL: The 'future' you start in is riddled with mutant dinos. It's up to you to set things straight.

Bam! have snapped up the rights to *A Sound of Thunder*, a time-travelling adventure from the developers of *The Thing*. The game's based on the 1960s Ray Bradbury novel of the same name, and lets gamers skip between the present day and the prehistoric era, juggling the space-time continuum in a battle to save humanity. The undoubted highlight is the cause-effect gameplay – if you step on a tobacco plant in the past, there'll be no cigarette advertising in the future.

The year is 2038, and the abuse of time travel has led to heavy regulation. Against the odds, a mysterious group known as the Global Entropy has ventured to the prehistoric era and started causing havoc. Modern day Chicago is now inhabited by horrific hybrids, mutated dinosaurs and carnivorous plant life. You need to juggle between time periods, stopping the cultists before each critical event, eliminating rogue monsters and preserving natural life.

Gameplay will be tactical. Using your Time Freeze Disruptor weapon you can capture enemies – or allies – in pockets of time, temporarily isolating them from the action. Watch in awe as opponents slow down, shudder and get lifted into the air in a freeze bubble – portrayed in skewed bullet-time. You can freeze natural life and lift them out of the danger zone, or freeze a bad guy and open fire – brilliantly, the bullets won't hit until the bubble collapses.

The boss battles will be equally thoughtful. With deft use of your environment, you'll need to coerce the larger creatures into fighting your enemies in a ploy to redress the odds.

PSM2 RECKONS *We've already played an early build at Bam's HQ and we were quietly impressed. Having previously charmed us with the trust-fear system in* The Thing, *Computer Artworks are pioneering again with the freeze gun and butterfly-effect causality. A sleeper hit, due 2003.*

LET IT SLOW: Freeze cultists, switch weapons, shoot them and watch them die once the field collapses. Brilliant.

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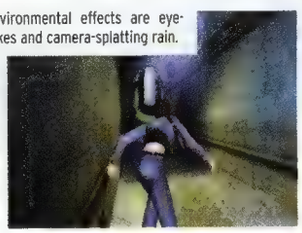
CORE IN THE ACT

PSM2 ventures to Derby for a brutal exposé of Core's fallen angel. Heavenly hands-on impressions, cutting interview and crispy new details revealed – as the darkness lifts, the shocking truth descends.

Glancing at the shelves of your local newsagent, you'd think *everyone* was playing *Tomb Raider: TAOD*. How many times have you seen a magazine promising a 'sneak preview' and 'all you need to know!', only to discover a seen-it-all-before feature with six new screenshots? Truth is, *nobody* knows much about Core's long-awaited epic. Since *Lara Croft Tomb Raider: The Angel of Darkness* – try saying that with a mouthful of turkey – was announced in March 2001, all we've seen is a series of swishy tech demos and a handful of screenshots. Honestly, we were starting to think the game didn't exist – until a revealing trip to Core's Derby HQ changed everything.

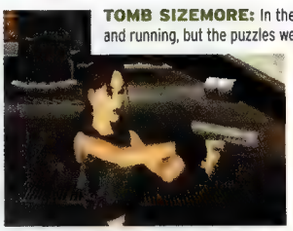
Like you, we were sick of being told that "*Tomb Raider: The Angel of Darkness* opens a lot of doors, but only closes a few." We wanted concrete info. Why did Lara's PS2 debut miss its November 14th release date? Why had no one played it? Why was the PlayStation Experience demo so glitchy? Expecting a firm rebuttal, Core invited us for a frank discussion with Lara guru Adrian Smith. Far from deflecting our concerns, Core's top man spoke candidly about the new Lara Croft. Over the space of the day, we were shown *every* aspect of the game – locations, characters, moves... the lot – and given carte blanche to interrogate the development team.

Suffice to say, yes, the game exists, crikey, it's looking good and – dammit – we're not sure if it's going to make the revised February release date. Eidos insist it won't slip, but either way we're not too concerned. If the game creeps back a month or two – we reckon Easter – it's only because Core are committed to pleasing Lara's huge, if disenchanted, fan base. Over the next three pages, we're revealing why the best things – all fingers crossed – come to those who wait...

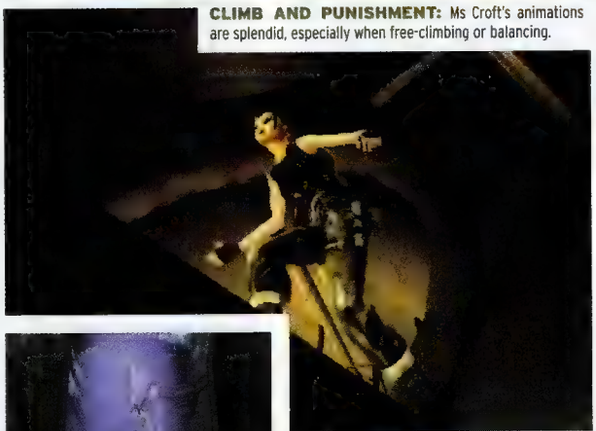


SNOW LIMITS: The environmental effects are eye-catching, with blotchy snowflakes and camera-splatting rain.

"WHY DID LARA'S PS2 DEBUT MISS ITS NOVEMBER RELEASE DATE?"



TOMB SIZEMORE: In the code we played, Lara was up and running, but the puzzles were yet to be implemented.



CLIMB AND PUNISHMENT: Ms Croft's animations are splendid, especially when free-climbing or balancing.

LEVEL BEST: These are the chaps responsible for designing Lara's new organic world - cheerio grid system.

THE PLOT: EXPLAINED

HANG ON, ISN'T LARA DEAD?
The game picks up where *Tomb Raider Chronicles* left off, with Lara tumbling into the abyss despite Von Croy's efforts to save her. She awakes in a dream-like reverie while a mystical Egyptian goddess warbles on about a mystical amulet. "Never forget the amulet" – ooh, spooky. It's this object which lets her upgrade her abilities later on. Lara is eventually found by a Bedouin tribe and nursed back to health. She returns to London unsure what she believes in.

WHY DOES SHE GO TO PARIS?
Lara receives a call from Von Croy, who's been enlisted by a mysterious organisation to find an Obscura engraving (bear with us). She gets into a row with him, mysteriously blacks out and wakes up to find him dead with her hands covered in blood. Yes, she's been framed – but by who? The game starts with Lara running away from the police.

***WHAT* MYSTERIOUS ORGANISATION?**
The Cabal are a powerful alliance of alchemists, led by arch villain Eckhardt. Back in the 1400s, he'd murdered the other members of the Cabal and seized control, though the remaining members have no interest in revenge, seduced by Eckhardt's promise of eternal life.

ETERNAL LIFE, EH?
Back in the 1300s, Eckhardt struck a deal with the last of the Nephilim – an ancient race mentioned in the gospels of Enoch, the hybrid descendants of mortals and angels (bloody hell, this doesn't get any clearer). They gave him eternal life and, in return, he promised to resurrect their species using his alchemy skills.

WHAT'S STOPPING HIM?
He needs the five Obscura paintings, separate symbols of occult power which make up the Sanglyph – a kind of funky alchemy staff (pay attention at the back, there). The symbols were split up by the Lux Veritatis (the ancient goodies) and placed in Christian strongholds throughout Europe. The paintings are obscured by Christian imagery for safe keeping.

SO HOW WILL THEY FIND THEM?
Ah, because the Lux Veritatis also commissioned the Obscura *engravings* – encoded maps showing the location of each painting. This is what Von Croy was looking for – the fourth engraving. Ooh, who switched on the light?

WHAT DOES THIS MEAN FOR LARA?
She's on the run, framed for murder and her only clue is that it's something to do with the engraving. She follows a contact name – Madame Coivier – and the plot unravels from there. In the course of Lara's adventure, she breaks into the Louvre to find the engraving, where she bumps into Kurtis.

ANYTHING ELSE?
Nyhahahahhaaaaa... of course. The only thing that can kill Eckhardt – and the Nephilim – is a dagger made of three Periapt shards. Kurtis inherited two of them through his Lux Veritatis heritage. Guess who'll have to find the third?

STOP, STOP... OUR BRAINS HURT...
That makes two of us, but suffice to say the trail eventually leads to Prague and a building called the Bio-Dome, where Eckhardt plans to raise the Nephilim. Eckhardt's been a right naughty boy, murdering people and extracting their body parts to provide the raw materials. He does so in a scary Mola Ram-from-Indy-Jones-heart-sucky way, which is a tad bloody and leaves the victims horribly mutated. Hence, all the gore in the trailers and the zombie-like baddies. The big plan is to resurrect a Nephilim monster called the Sleeper, who's big and really hard. He'll probably be the last boss, though there'll be another battle with the proto-Nephilim – Eckhardt's half-arsed first attempt, if you will.

SLEEPER?
Yes, don't mind if we do.

TOMB RAIDER

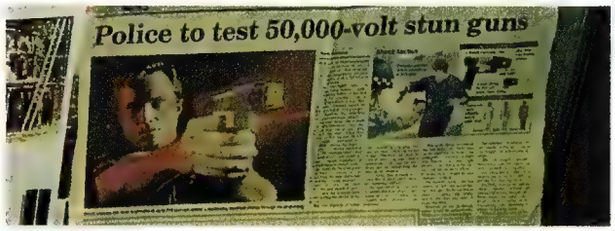
"FRAMED FOR MURDER"

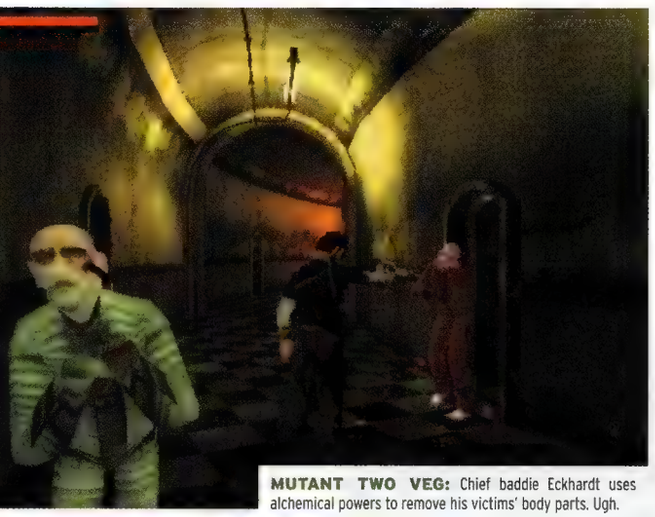
GLAVE TIDINGS: Kurtis' blade uses a line of sight lock-on for multiple hits.

WEAPONS

Aside from Kurtis' Chirugai, the weapons are being kept quiet. Unperturbed, PSM2 spotted a newspaper cutting for a 50,000 volt stun gun on a development pinboard while Adrian talked about context-sensitive targeting – laser-sighted pistols will lock-on from greater range, while some weapons remain manual.

SPLATTER UP: You can target multiple foes at the same time.





MUTANT TWO VEG: Chief baddie Eckhardt uses alchemical powers to remove his victims' body parts. Ugh.

KURTIS-Y CALL: Reading between the lines, we think Mr Trent is being lined up for his own game.

ENEMIES

The Agency are the elite guard of the Cabal and look like the special ops *MGS2*-style baddies from the early trailer video. Guards will sweep in patterns using genuine line-of-sight AI and audio prompts. They'll be led by Joachim Karel, a mysterious character of hidden significance. Other foes include the mutated *Resi*-style proto-Nephilim – looking like a wall-climbing zombie werewolf – plus automated gun emplacements in the style of Aliens or *TimeSplitters 2*.

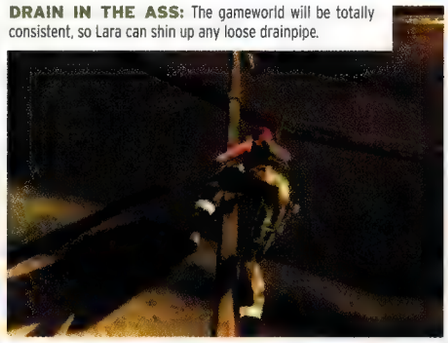
PUZZLES

Core love their puzzles, and *TR:TAOD* adheres to traditional values. There'll be a lot of object collecting, bouncing from room to room, sparking scenery deformation and opening doors – we witnessed a huge angel-shaped statue collapsing and transforming the floor layout into a series of jagged leaps. Adrian also discussed a traditional fire, water, earth, air elements puzzle. Mercifully, the puzzles *won't* consist of man-sized switches and shifting blocks. In one section, Lara finds a crowbar to lever a door – which can also be used to open chests and reveal hidden items. Don't despair if you can't find the crowbar, however, as you'll be able to enter most buildings through a variety of entrances – from straightforward break-ins to devious skylight leaps.

WIRE WE WAITING? There'll be multiple entrances to each location - a nightmare for the level designers.

"CORE LOVE PUZZLES, AND TOMB RAIDER: THE ANGEL OF DARKNESS ADHERES TO TRADITIONAL VALUES"

PEEK 'N' DUCK: Stealth will play a bigger part, though Core are determined to stick to Lara's puzzle-based roots.



DRAIN IN THE ASS: The gameworld will be totally consistent, so Lara can shin up any loose drainpipe.

STOP, NOOK AND LISTEN: Stuck? Keep your eyes peeled for distinct rugged surfaces and climb to safety.

LARA'S SKILLS

Lara's skills have been greatly expanded, with 470 moves/animations compared to 75 on PSone. Lara's big new ability is the 'free climb' – letting her scale rugged outcrops – dangling from her arms and shimmying along ledges. She can also shin up drainpipes and squeeze through open windows. Lara's health will be portrayed in the top left corner along with an *MGS2*-style grip bar. The upgrade system – more later – lets you build your upper and lower body strength for bolder climbs and leaps. A sneak peak at the development storyboard revealed that Lara will find an aqua suit and do some swimming – looking eerily like the original. Other moves include pistol whipping, choke holds and army-style belly crawls, plus a new 'last chance' grab, giving you a split second to recover if you fall off a ledge. Show-offs can backflip into handstands, side-flip and perform traditional swan dives – sniff, it's like she never left.

TRENT AGREEMENT: Kurtis is *Tomb Raider's* answer to *Devil May Cry's* Dante - minus the daft peroxide barnet.

KURTIS' FIGHTING MOVES: UNVEILED

Don't be fooled by the floppy fringe – Kurtis is rock hard. He's a descendant from the Lux Veritatis (Truth in Light), a sub-order of the Knights Templar who used to guard Eckhardt during his imprisonment below Castle Kriegler from 1445 to 1945. Following Eckhardt's bloody reprisals against the Lux Veritatis, Kurtis has sworn to track him down. The brawn to Lara's guile, Kurtis uses psychic powers to defeat his foes. He's armed with a spinning blade, the Chirugai (apparently meaning 'surgical strike'), which is a bit like the spinning disk from '80s fantasy flick Krull. Kurtis can scan a room, psychically targeting foes and, when he releases the blade, it'll keep on chopping until he runs out of his psychic energy. He can also use his ESP to 'far-see' around blind bends – thankfully, you direct the camera – and you can open locked doors with a 'psychic blast'. You first take control of Kurtis in the Bio-Dome, and he makes his final appearance in an epic boss battle.

WHOLE LARA LOVE: The underlying sexual tension leads to a quite-bleedin'-obvious cliffhanger ending.

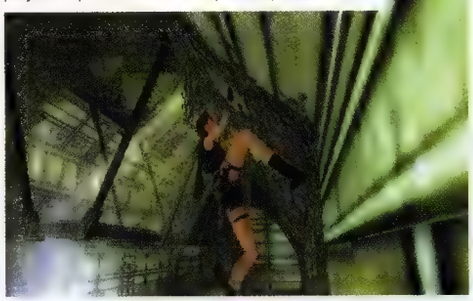
KURTIS AND LARA: LOVE IS IN THE AIR?

When Kurtis first meets Lara in the Louvre, he takes her prisoner and interrogates her. In the steamiest *Tomb Raider* cutscene to date, Kurtis slowly traces his hand down Croft's curvy bod, before removing her pistols. The cad. At one stage – sorry, Lara fans – he almost leans in for a kiss. Curiously enough, the sexual tension is echoed later on in a mirror scene where Lara disarms Kurtis. Will they lock lips? Damned if we're telling...

THE EVOLUTION SYSTEM - EH?

Core aren't sure how they'll present it – icons, pick-ups or whatever – but Lara will be able to build her abilities in a pseudo-RPG fashion. As the game progresses, Lara will build up her body strength allowing her to visit previously unreachable areas and claim rewards – health, tools, weapons, clues or ammo. Currently, there are four levels of upgrades, but failure to build Lara's skills won't impede your progress. Adrian divulges, "We're not going to say 'Congratulations! You've gone up a level – do you want to add five points to your dexterity?' We're clear about this – from a set point between A and Z, you *will* get the key attributes you need, but it's possible to get these early, at points B, C, D and F – for example, increasing your grip bar so you can shimmy into a previously unreachable courtyard. There're two or three ways to get to the same point – one is more rewarding for people who are prepared to make death-defying leaps. Finishing the game and seeing 100% of everything would be very, very challenging."

FOLIAGE BEFORE BEAUTY: As the game progresses, you'll be able to reach previously blocked areas.



TORD GRIP: Exploration will be rewarded with extra attributes and handy power-ups - so prepare to take risks.

MY GRIDDY AUNT

Core have abandoned the architectural grid system of old, lending the game a more organic feel. The levels haven't been slotted together like Lego blocks, but carefully measured and hand drawn. We were particularly taken with the Louvre, which comes complete with loving replicas of famous paintings, such as the Mona Lisa and The Last Supper, plus a lush greenhouse atrium, with beaming shafts of light and spindly greenery. In truth, the game still *looks* like traditional Lara – side-leaps, step-jumps and all – but won't require the same pixel-perfect calibration and mechanical jumps. Lara still stops dead at ledges, but her movement's fully analogue.

LIFT TURN, CLYDE: For all Core's claims, the game still looks very *Tomb Raider* - is this such a bad thing?

THE *NEXT* TOMB RAIDER WORLD EXCLUSIVE DETAILS AND IMAGES!

Core supremo Adrian Smith admits that *Angel of Darkness* is the first of a carefully-planned trilogy: "The idea is that this game will sow the seed. There are characters we're trying to introduce that don't play a major part in this game, but play a substantial role in the later games, like Kurtis. The whole Nephilim idea takes off at the end, the next game's all about them, you suddenly realise that... [CENSORED]... then – fuck – we are in a mess." What can we expect from the sequel? Adrian says, "It'll be really great. We'll be going to town creating huge fantasy locations hidden underground where the Nephilim were, really epic tombs and temples." Poking round the studio, we caught a sneak glimpse of concept art for the sequel – spy-cammed here for your genuinely world-exclusive enjoyment.

CORE BOSS SPILLS BEANS

Lara supremo Adrian Smith talks delays, online gaming, Lara's future and – gasp – PS3 in his swearyest, most revealing interview ever. Read on and prepare for the *real* last revelation.

WHEN DID WORK BEGIN ON *ANGEL OF DARKNESS*?
When we finished *TR: The Last Revelation* (part 4), we started kicking round ideas in a small team, but the game didn't start in earnest until January 2001. We realised we couldn't change Lara's character – after all, we'd spent five years building her up – so it was difficult to turn her into a racing car driver... Basically, we thought we couldn't change Lara but we could change the situation she was put in. We seriously thought about turning her into an alcoholic, but the idea we came up with is that she's been framed: everything that Lara stands for is turned against her, everybody wants to catch her because she's so famous.

WHY INTRODUCE KURTIS?
Kurtis lets us change the gameplay. He's hellbent on revenge, the last member of the Lux Veritatis, fighting this sort of religious war. He's the only one who knows about the Nephilim and how members will be placed into a new hierarchy of god-like people. Lara's sucked into this through the Cabal – they need her to retrieve the engravings and she needs them to clear her name.

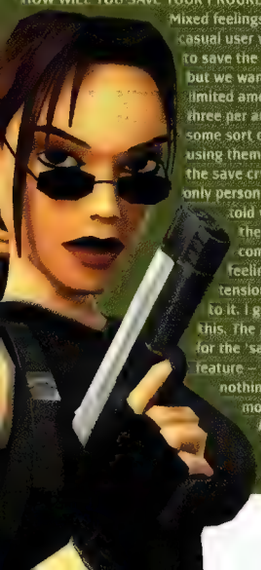
HOW DO LARA'S CONVERSATIONS AFFECT THE GAMEPLAY?
They can impart basic info, but they also directly affect the gameplay. In old adventure games, I used to find that it didn't matter what you said. What we've done is made the answers subtly different, more passive or aggressive, which'll determine what you're told and the objects you're given. For example, you might be told there're five paintings, but if you miss the cue, you won't be told that anywhere else in the game. If you talk aggressively to Madame Coivier, she'll give you Von Croy's notebook – otherwise she might not even mention it, even though it's still there in the room for you to find. We've introduced context-sensitive button presses, so *when* you press a button during a conversation can be important. A janitor might tell you one way into the Louvre, a street girl might tell you another. It's all leading the same way, but you might miss things by not taking a certain route.

HOW LONG WILL THE NEW ADVENTURE BE?
I'm in two minds – I'm happy to sit down and play a game for ten hours and think that was a good experience, but I'm not a consumer, I'm not paying for these games. How would I feel if I finished a game in seven hours? We set ourselves a target of about 25 hours, but in truth, it's probably a lot closer to 35 – we're still playing it to find out. Is that a lot? I think so, but it's not as big as the old *TR* games – people used to play them for 60 hours. The original *Tomb Raider* was hard, fucking hard, and it wasn't mass market. This game is a lot easier to control. Lara does more things automatically, you don't have to mess about lining up jumps. How many people have bought *TR* and only seen half of it? I dread to wonder – all that work we put in.

WHY DID THE GAME MISS ITS NOVEMBER RELEASE DATE?
We got to a point where we were so close to getting it right, but it wasn't ready so we just said "sod Christmas" – we weren't ready, we weren't there. We'd love to have hit Christmas.

HAS THE GAME CHANGED AS A RESULT OF THE DELAY?
No, we made the decision to move from four to two levels over a year ago. There were things we put on a list and said, look, we could lose this, we could lose the upgrading etc, but we kept it all in. The levels in Germany and Turkey will appear in the second chapter. The game plays from beginning to the end, not split into levels like before – the old Indy Jones map where you hop from bit to bit. The third game will probably be set in one location – well, not probably, it is.

HOW WILL YOU SAVE YOUR PROGRESS?
Mixed feelings. Because of the casual user we have to be able to save the game at any time, but we wanted to give a limited amount of saves, say three per area and there'll be a some sort of reward for not using them. Personally, I loved the save crystals – am I the only person in the world? – it told you two things: there's a rock hard bit coming up, and that feeling of incredible tension as you got close to it. I get over-ruled on this. The Americans are mad for the 'save anywhere' feature – I can relate to this, nothing pisses me off more than playing *Sly Raccoon* and fucking dying and going back.



WHY SPLIT THE PLOT INTO THREE PARTS? WON'T THIS PISS PEOPLE OFF?
We loved the idea of Blade, where there's vampires living alongside us, and that's the Nephilim idea – all the way through you think [censored] – and that's the next game. We like the X-file approach, you can watch the six key episodes – the plot – or you can watch all 600, they stand on their own right but each is part of a big plot. For us, the big plot is the Nephilim. Are they going to be good? Are they going to be evil? Are they just going to fucking wipe out everybody? One thing we were at loggerheads with, is that I've always believed *Tomb Raider* should be fantasy – we've always had this semi-believable character running around with the large breasts, but we've always had the fantasy element – a bit sci-fi fantasy.

WAS THE MYTHOLOGY CREATED FROM SCRATCH?
The Nephilim are not some heavy rock band, in the Bible, there was some talk about them, they're the descendants of angels and mortals. We pulled elements from myth and legend – it's great to build on.

WHAT DID YOU THINK OF THE MOVIE?
I've got the new movie trailer if you want to see it, I've got a feeling it's, er... I really thought they'd take it in a different direction and turn Lara into James Bond – there were discussions about turning her into a secret service agent – but they haven't. I won't say what I thought of the first movie... I'm on tape here... er, it was immensely successful for Paramount, it made $380m or something. Was it a great movie? Dunno. I saw it lots of times. I was disappointed. I think there was a much stronger movie in there. There were a lot of gaping holes in that film, it was obvious. I think they've tried to address it, the new script is a lot stronger – how they film it is a different thing. There's some great bits, I'm sure you know it's about Pandora's box. There's a love interest in there, and a risqué scene which we were delighted to supervise.

HOW MUCH INFLUENCE DO YOU HAVE ON THE FILM MAKERS?
We were more aggressive this time, we wouldn't approve scripts, but at the end of the day they don't tell us how to make videogames, and we don't tell them to make movies. They invite us in and show us everything – but it all gets a bit Hollywood.

WHAT DO YOU THINK OF ANGELINA?
She looks stunning, even better than she did in the first one. In the original casting, they had a shortlist of people you wouldn't know from Daffy Duck. They chose Angelina really early on but she was up for an Oscar and that changes the whole ballgame – she was very cagey about taking it. They did screencasts across 20 states, anyone could come on in and try to be Lara. Liz Hurley? Phhhttth. Angelina's really true to it, and mad in the nicest possible way. She really takes the character to heart, she's been jet-skiing, riding horses... she's full on. They did have a stunt double, the girl from Gladiators, Yunis, the original winner, the girl from Liverpool, they look strange stood side by side.

WILL CORE STILL FOCUS ON *TOMB RAIDER* IN THE FUTURE?
No, is the quick answer. We tried with *Herdy Gerdy*, and maybe made some mistakes. We still like the game mechanic, but maybe the levels were too big, with a shit camera – we've analysed where we went wrong. We've got two games going on at the moment, both very different, both equally exciting. I think my life would be a lot easier if we had 100 people on *Tomb Raider*, just do an EA and get the game out like *FIFA*. On *Tomb Raider* we've got about 44 people, which is still pretty small when you take 15 or so programmers out. We want to do something else, Lara's really great but it's just as exciting doing something new.

WHEN WILL THESE NEW GAMES COME OUT?
Dunno... Mid-next year, there're so few of us in the building and it just eats into time. It'll be after Christmas probably. We've got to be happy with the games first, both Jeremy [his brother] and myself have been like kids in sweet shops with all these ideas. We started too many teams, with too few people. Now we're thinking a little bit more carefully. We'd love to bring Chuck Rock back, Wonderdog... Rick Dangerous.

WHAT GAMES HAVE YOU BEEN PLAYING?
The Getaway – there are blinding moments of brilliance in there... I enjoyed *Sly Cooper* more than *Ratchet & Clank*... *LOTR* was spectacular – there's a lot for you guys to knock, it's short and repetitive – but real pick up and play. I think games have lost that.

DO YOU HAVE ONLINE PLANS?
Yes, lots... if we could resolve the issues we have with Sony, it could be relevant to the new games *Nightfall* and *Fighting Force*. It's still difficult to get any sensible answers out of Sony. They gave some more ideas and news last week. We have a couple of games within the group [Eidos] that are being done for online [*TimeSplitters* 2 ponders PSM2]. Which genres? Well, guess what they are. At Core, not Eidos – well, we're not sure what we think about online, we think PS3 will come along and trash it all [laughs].

PS3?
There's more for me to say than that but I can't talk about it. I think Sony's whole philosophy... well, I was talking with Ken Kuturagi and it was online, online, online, then it was like... ooofff [holds up hand]. We don't want to be in that we want to be somewhere else. Everyone's watching the US, before the UK launches next spring, it's still a bit vague from the developers perspective. How it's fundamentally going to work... [PSM2 points out that Sony aren't providing dedicated servers, will they be helping with funding?] [Big laugh – looks cagey] ...that's the vague bit, they're close to announcing deals with certain people who will become ISPs, if that's what you call them.

WHEN WILL THE SECOND *TOMB RAIDER* APPEAR?
We've already started in a kind of light state. When will we finish? Dunno. It's a graphical resource thing... um, I think a lot of people would like to see *TR* back in its November slot, so potentially there's a situation where we could have two games in one year. Logistically, we could achieve it – but it's not a decision for us to make.

ANY IDEA WHAT THE NEXT GAME WILL BE CALLED?
I don't. I didn't like *Angel of Darkness*, though. PSM2

CORE'S NEW GAMES: GLOBAL EXCLUSIVE

"The first, *Nightfall*, is brand new, and is looking great, and the second is – hope you're all sitting comfortably – *Fighting Force*. It looks fantastic, very multiplayer, taking the essence of the first game, with massive interaction with the environment. We're chucking people through walls, chucking lumps of concrete about and making it a bit like EA's *Lord of the Rings*. We had a game concept called *Boss*, where you fought all these bosses to just find his weak spot, a gladiator arena-based thing but we thought it wasn't commercial. What *LOTR* did – apart from look fucking beautiful – was bash and move on, and we can equate that to *Fighting Force*, with lots of arenas tied loosely together. We looked at movies like Warriors, where you're stuck behind enemy lines and you've got to get back to safe territory. I wasn't a huge fan of the second game, but the original was Eidos' second biggest franchise. We want to build on the two-player: you grab someone while I thump shit out of them with a baseball bat."

Sly Raccoon

HABITAT: THE SHADOWS
BEHAVIOUR: DEVIOUS. DARING. SLY.
IDENTIFICATION: NO CLEAR SIGHTINGS YET

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Sly Raccoon. Raised in the art of thieving. His mission. To reclaim his family's honour and their stolen book on the secrets of thievery. You'll use more mind than muscle to help him outsmart the law and outwit the bad guys. Bravery, deceit, cunning and stealth are his stock in trade. Once seen, never forgotten.

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OUT UK 2004

DRIVER 3

"WITHOUT DOUBT, THE BIGGEST ADDITION IS THE INTRODUCTION OF BULLETS"

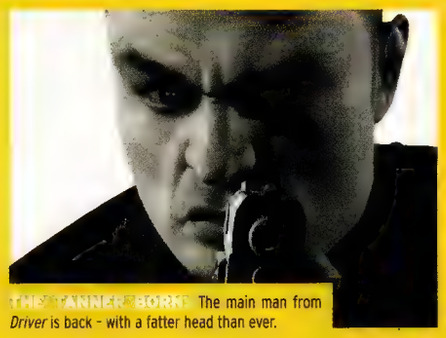
PSM2 kicks the Miami vice for a day trip to sunny Newcastle – where the *Driver* team are playing the gangster fiddle to a whole different toon.

JOYRIDER: Dan Dawkins

We can't stop thinking about it. The cabbie does his best to distract us, warbling on about "the lad Shearah" and how "the whole of Newcastle's buzzing, like", but we can't let it go. Even as Martin Edmondson, head of Reflections, introduces the top-secret *Driver 3*, all we can do is bite our lips and suppress the nagging doubt – *the* question – which has plagued us for weeks. Patience dwindling, legs twitching, the projector bursts into life... dammit, we'll ask him later... and the most mysterious project in PS2 development purrs into view.

Rewind. Spring 1999. *Driver* is released on PSone, splicing exemplary driving physics, free-roaming racing and breezy gangster chic on the streets of Miami (yes, Reflections were there first). The game earns universal praise – rated 9/10 in PSM2's sister publication Official UK PlayStation Magazine (OPM) – selling five million copies worldwide. The sequel, *Driver 2*, is released in November 2000 – scoring 10/10 in OPM. The big change is that the lead character, Tanner, can get out of the car and run about in shiny 3D – arguably, paving the foundations for *GTA3*.

KRSSHT! Present day. Martin is demonstrating the car physics in *Driver 3*. Wasting no time, he slams his vintage sports car into a brick wall, crunching the bonnet and separating the bumper. "You can interact with damaged objects," he cries, before reversing on to the loose bumper, accelerating furiously, and wheel-spinning the object ten metres in the opposite direction. Seconds later, he's braking hard, causing the front end to dip, wheels locking and hissing. After a few smashes, the car's a bony shell – peek close and you can see the perfectly-modelled interior, steering column an' all.



THE TANNER SAGA: The main man from *Driver* is back - with a fatter head than ever.

LET'S GET PHYSIC-AL

As expected, the car physics are indebted to Reflections' previous PS2 game *Stuntman* – a technically impressive smash-em-up with aggravatingly linear gameplay (scoring 74% in PSM2#26). Pausing for dramatic effect, Martin unveils their latest innovation – active hinge joints. Martin pops a button causing the car locks to open. As he swerves around, the doors and bonnets flap in synchrony, exhibiting Newton-perfect physics. Suddenly, the potential becomes clear – you can open the locks, reverse at speed and use the door to floor villains behind you.

The cars are equally sexy. There are no official licences here, but there are nudge-wink interpretations of transit vans, 2CVs, Cortinas, vintage Jaguars, Lamborghinis and – yes – articulated lorries. Martin shows us one of the lorries in action, showcasing the unique handling, thundering fog horn and hissing steam pipes. Better yet, when you attach the ▶

DRIVER YOUR LIFE #1

It's not a Lamborghini, honest. It's a high performance sports car which looks a little bit like a... erm, look licensing or not, it'll shift like eggs.

STEP INSIDE AND LISTEN: You can climb the stairs, and stare at the pedestrians below.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

MIAMI

Sorry *GTA* fans – America's premier coastal city was in PSone *Driver*, so Reflections are just reclaiming their turf. We were given a brief drive through of the city, and were impressed by the accuracy of the landmarks. Remember, this isn't Vice City but *Miami* – including accurate street layouts and buildings.

We were particularly taken with the tile-perfect Delano hotel and the quality of the seafront – you'll be able to drive the car through the rolling waves and take a paddle, if you want.

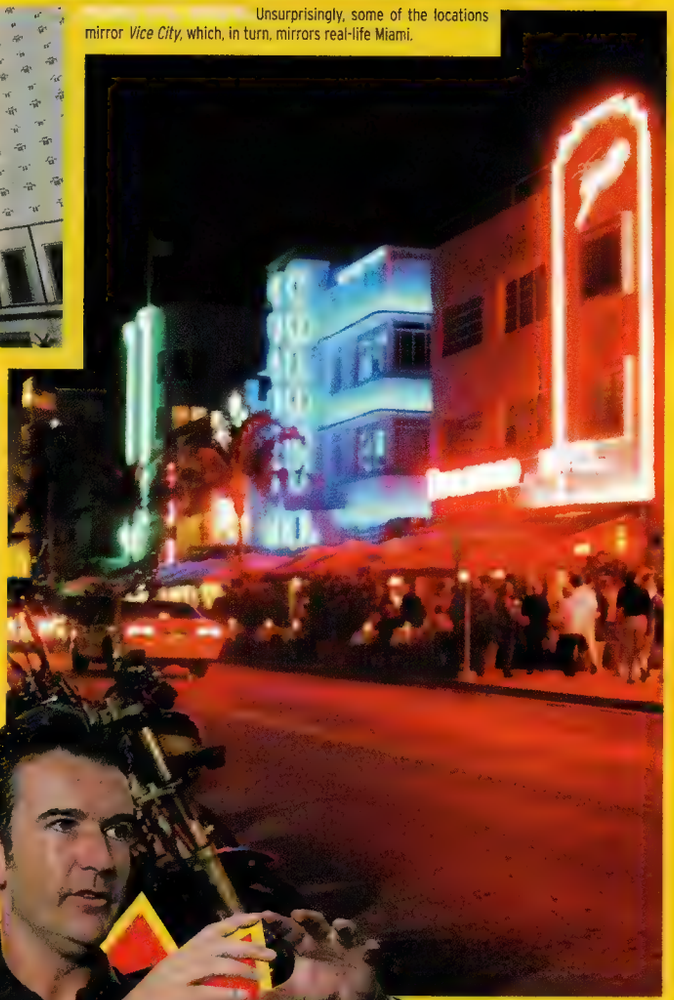
Reflections aren't concerned by the inevitable comparisons with *Vice City* either. "The big difference is that we use the real city with the real streets. As far as US cities go, it's one of the most recognisable – there's San Francisco, Miami and, to a certain extent, LA – plus we always wanted to use boats, which we couldn't use in *Driver*. In that respect, Miami is even better than Nice – there's more water fronts there."

STREET LEVEL The architecture has been hand-drawn for maximum accuracy - just check all those windows.

STREET LEVEL The game won't be free-roaming like *Vice City*, but the world will exist independently.

HOTEL MIAMI All the major landmarks are present, including the pseudo-famous Delano hotel. Mmm, posh.

Unsurprisingly, some of the locations mirror *Vice City*, which, in turn, mirrors real-life Miami.



"WHY SHOULD ANYONE CARE ABOUT DRIVER 3 IF THEY'VE PLAYED THE GETAWAY AND GRAND THEFT AUTO: VICE CITY?"

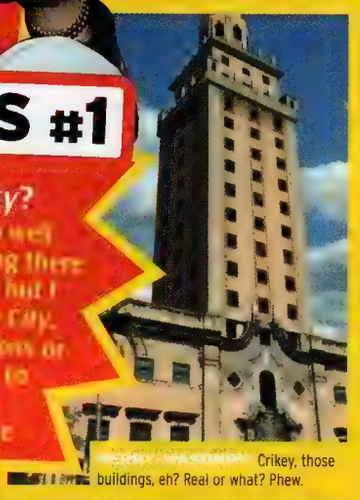
MISSION SCHAPPLY The game will kick off in Miami before moving into Europe - enjoy the sun while it lasts.

MARTIN SPEAKS #1

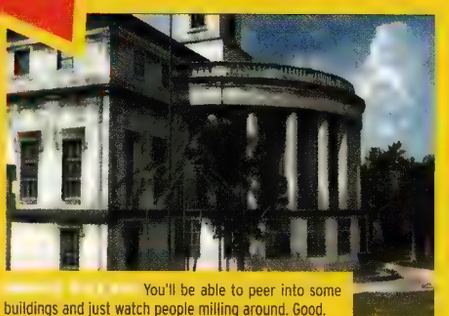
What did you think of *Vice City*?

"The most impressive thing is that it's so well designed. When you create games for a living there are so few that you actually want to play, but I could quite happily sit down and play *Vice City*. I'm not that far through it, about ten missions or so, but it's great fun and brings a smile to your face. That's quite a rare thing in games – without being overly jokey, the situations are quite amusing."

The music will be licensed, but we're not expecting a multi-channel radio - more percusso-jazz-blues.



CRIKEY, THOSE BUILDINGS Crikey, those buildings, eh? Real or what? Phew.



BUILDING DETAIL You'll be able to peer into some buildings and just watch people milling around. Good.

POLICE ARE AFTER YOU! The cops will trail you, using smarter AI than certain London-based drive-em-ups.

GOT TARGET THROUGH THIS

A perennial failing of third-person action adventures is the targeting system – we've lost count of the times we've sworn during the Death Row mission in *Vice City* due to duff target selection. *Driver 3* will buck the trend, hopes Martin. "You can shoot free-form, by running around and strafing like an FPS with a visible target, but we'll also have a lock-on targeting system. There's no reason why you can't blow away a few people by moving around like... *[moves arm all over the place]*. It's a system we want to focus on, because there's a lot of games where it doesn't seem intuitive, even after practice... the buttons don't do what you expect them too. We want it to be like second nature, so it's 'bang, he's dead, boomp, he's dead...' so you can point the gun without being pin sharp."

DRIVER YOUR LIFE #2

Finally, a blue van. The chubby vehicles are only there to remind you to steal carefully – duff motor jacking could cripple a mission. Nice and roomy inside, mind.

trailer section to it, the extra momentum can cause the vehicle to jack-knife – or topple – leaving smouldering tyre trails. In one mission, you'll even be asked to load it with cars – like Gone In 60 Seconds.

Structurally, *Driver 3* will be story-led, interweaving missions with cutscenes. "Around 70% of your time will be spent in car chases, and the remainder on foot," Martin explains. The plot will be deliberately more linear than *Vice City*. "We're striving for a level of emotional involvement that can get lost when there's too many sub-plots and side missions. *Driver 3* is a lot darker. You could compare it to *The Getaway*, though it doesn't have the violence or the swearing."

To emphasise the point, we're shown an impressive cutscene, showcasing sublime animation, moody lighting and slinky music. Intriguingly, Reflections are using rendered cutscenes, with brief realtime links. Martin explains that this allows them to focus on characters' faces and use dramatic close ups – in comparison, *The Getaway* looks stilted and low budget. Sadly, Reflections are keeping the plot a tightly-guarded secret, but we do know where Tanner will visit – Miami, Nice and Istanbul.

"YOU COULD COMPARE IT TO THE GETAWAY, THOUGH IT DOESN'T HAVE THE VIOLENCE"

NICE TO SEE YOU...

Wasting no time, we're shown an incredibly early real-time demo of the city exteriors. Martin swoops around Nice, powersliding the tight bends and pulling doughnuts in the city square. The buildings are pin-sharp, photo-accurate and incredibly diverse – easily a match for Sony's multi-million pound rendition of London.

In the final version, you'll be able to peer through the translucent windows and see people scuttling around inside. Reflections are keen to make the cities as realistic as possible – pedestrians mull about, chat, have coffee, visit shops and take their cars for petrol. Theoretically, you could waste hours just watching the world go by. You can even paddle in the sea – portrayed with swishy wave physics.

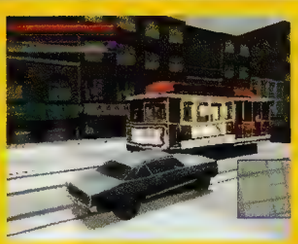
Lamentably, that's all there is to see. There are no playable missions – yet – and you can't interact with the scenery properly, though we do notice oodles of smashable chicken crates, chairs and sneaky side streets. After a teasing demo, we're left with a hat-full of questions – yes, including *that* question – and a hankering for pad time. We swish round the city pulling skids – very nice, ta – but soon decide to kidnap Martin for a long hard chat about guns... oh, did we forget to mention the guns?

SHELL SHOCK

Without doubt, the biggest addition to *Driver 3* is the introduction of bullets and – get this – destructible interiors. "There'll be a few guns lying around, but mostly you just kill someone and take their weapon," Martin enthuses. "There'll ▶

DRIVER: THE TRILOGY EXPLAINED

In 1999, PSone's *Driver* pioneered free-roaming exploration in a 3D city (for the record, the first *GTA* used a top-down view), utilising exemplary car physics and genuinely stylish cutscenes. The second game expanded the legacy, using on-foot sections and ambitious city layouts, such as curved roads. The third game is the culmination of Reflections' ambitions, using the power of PS2 to create an incredible driving experience within a believable, fully populated city.



1999 - DRIVER 1

The original was a triumph of free-roaming exploration, keen driving physics and shameless destructive fun. The video edit mode was incredibly addictive.

2000 - DRIVER 2

For some, the second game was too ambitious, suffering creaky slowdown and hideous pop-up. Somehow, they magnified the failings of the original.

2004 - DRIVER 3

Shorn of technical inhibitions, the third game should fully realise the ambitions of the sequel in a convincing, fully populated, wheezing city.

NICE

The best looking level on display – and certainly the most complete – Nice combines inner-city cobblestone chic, with windy roads and sprawling, gritty suburbs. In other words, perfect for hot pursuits. While Reflections are staying tight-lipped, apparently there'll be a mission culminating in an epic gunfight. Nice should also be the most exciting city to drive around and soak up the atmosphere. "Anything that happens in real life, that's possible within the time frame and other restrictions, we'd like to do," explains Martin. "Not so much people running around and shooting randomly, not a crime-ridden city where it all happens in front of you, but a normal city where you sit and watch people mosey into the shops and so on."

MARTIN SPEAKS #2

What moves will Tanner have at his disposal?

"We haven't designed them yet. It's more a case of what we don't want to do. What we don't want to do is get into complicated stuff like hanging from ledges and shuffling along like Prince of Persia. Problem is, that's not what Driver 3 is all about – the on-foot bit is secondary to the driving game so we don't want to make things over-complicated or, rather, frustrating."

As you can see, the streets will be windier – perfect for high tension pursuits.

You'll be able to drive the car through the sea or splash around on foot – how very relaxing.

Lavish locations with a seedy underbelly – it's naughty but Nice. Gurgle. See what we did... pthrrt... help.

Unlike other free-roaming PS2 games, the streets will be curved, with gentle slopes and inclines.

Attention techies, the buildings are spline-based with textures overlaid on top – sure beats crayons and loo rolls.

Surprise! It's a moody photo of a street. Oh, come on...

The cities have been designed using a versatile snap-and-fit street editor.

DRIVER YOUR LIFE #3

The bigger vehicles will show off the damage model to the best effect, as the bumper clatters off, the bonnet buckles and the wheels break through to the rims. It's very impressive, all told.

You'll be able to drive through the city square, smashing dining tables and scattering pedestrians.

There'll be a huge variety of camera angles in the Film Director mode.

The early code's a little rough around the edges - this'll change.

The on-foot sections aren't up and running yet, so we'll have to settle for these staggering exteriors.

The cutscenes are lavishly animated, using full motion-capture. We were quietly impressed.

▶be nothing complicated like having to holster it." Most excitingly, Martin explains, "They're basically fun guns, we're not keeping an eye on every last bullet. *Driver 3* isn't a stealthy game, it's not a sniper game, it's a bit like The Matrix, you walk in there with two Mach 10 machine guns and spray them with bullets, then you chuck them away and do the same again."

The intricacy of the car damage will be echoed in the interiors – bullets will leave gaping holes and pillars can be reduced to dust. Martin has no pretensions: "The damage will sometimes be relevant to a mission, but it'll mostly be cosmetic. After all, shooting at walls in real life has little effect, but there will be occasions when shooting something could make the mission easier or harder."

Reading between the lines, we're expecting explosive crates, barrels and gangways in the style of *The Getaway*, but less scripted. Fingers crossed, there'll be Geo-Mod improvised shortcuts, too. The weapons are being kept secret, but expect the usual range of pistols, semi-automatics and rocket launchers.

While Reflections are reluctant to discuss mission specifics, Martin revealed some tantalising clues. In Miami, there's a mission where you have to kill a guy living in Stiltsville – a city built on the water. Though the overall objective is fixed, the solutions are varied. You can either steal an enemy car and drive to the front door unnoticed, wade in all guns blazing or swim – yes, swim – to his boat and nail him as he tries to escape. Every building will have multiple entrances, shortcuts and subtle puzzles which can be exploited to make missions easier.▶

"70% OF YOUR TIME WILL BE SPENT IN CAR CHASES, AND THE REMAINDER ON FOOT"

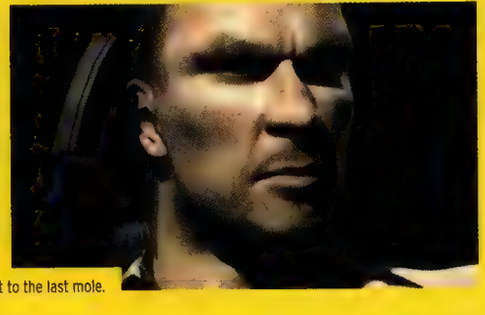
DRIVER YOUR LIFE #4

As you'd expect, some of the cars bear an uncanny resemblance to *Stuntman's* motors – but at least you're not driving them along a depressingly linear path.

CUT TO THE CHASE

Unlike *The Getaway*, Reflections will be using pre-rendered cutscenes to evoke a true filmic quality – a worthy trade off for disturbing the flow of play. We were treated to a brief excerpt, demonstrating elaborate lighting effects, scowling gangsters and incredible close up skin tones and definition. Tanner currently looks a little chubby and the plot's being kept tightly guarded, but Reflections are adamant they'll be able to create emotional attachment. "We play on our strengths, using the filmic feel of the car chases and the cutscenes," Martin Edmondson explains. "The effect is like a joining together of games and films, so it's mission, cutscene, mission, cutscene... to really push that story forward. It's certainly a lot darker than *Driver 2*, the cutscenes are very moodily lit, and the music reflects it."

While we've heard this 'game or film?' guff somewhere before – *cough* – the quality is already remarkable, and easily on a par with *FFX*.



Crikey - just check out those hi-res faces - correct to the last mole.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

ISTANBUL

The final level was too early to see during our visit, but we were treated to a series of renders. The Turkish capital will be the grimiest of all three cities, with crumbling architecture, shanty shop fronts and spectacular palaces. Reflections are packing over 30,000 buildings into *Driver 3* – some repeated, naturally, but the majority have been drawn from hand to create genuine variety. Istanbul will be the biggest city, split into two distinct areas. For the record, *Driver 3* contains 153.1 miles of roads, compared to 70-something in *The Getaway*.

Even in the early code, the buildings are incredibly hi-res – easily matching *The Getaway*.

Istanbul is the biggest city, juxtaposing imposing architecture with shantyville.

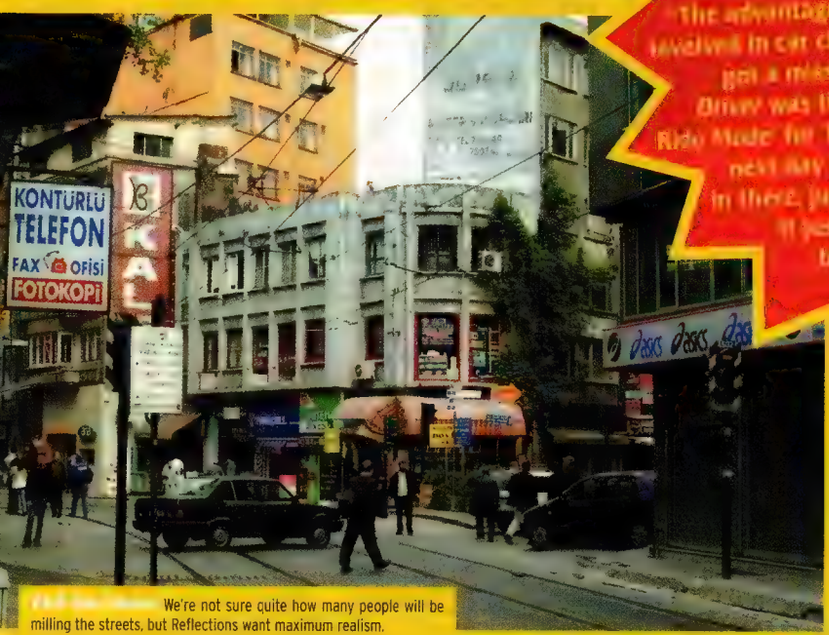
The interiors will be fully-destructible, with bullet scars and exploding barrels, no doubt. Tres bon bon.

Street candy. Dire streets. Street out of Compton. Aw, yeah...

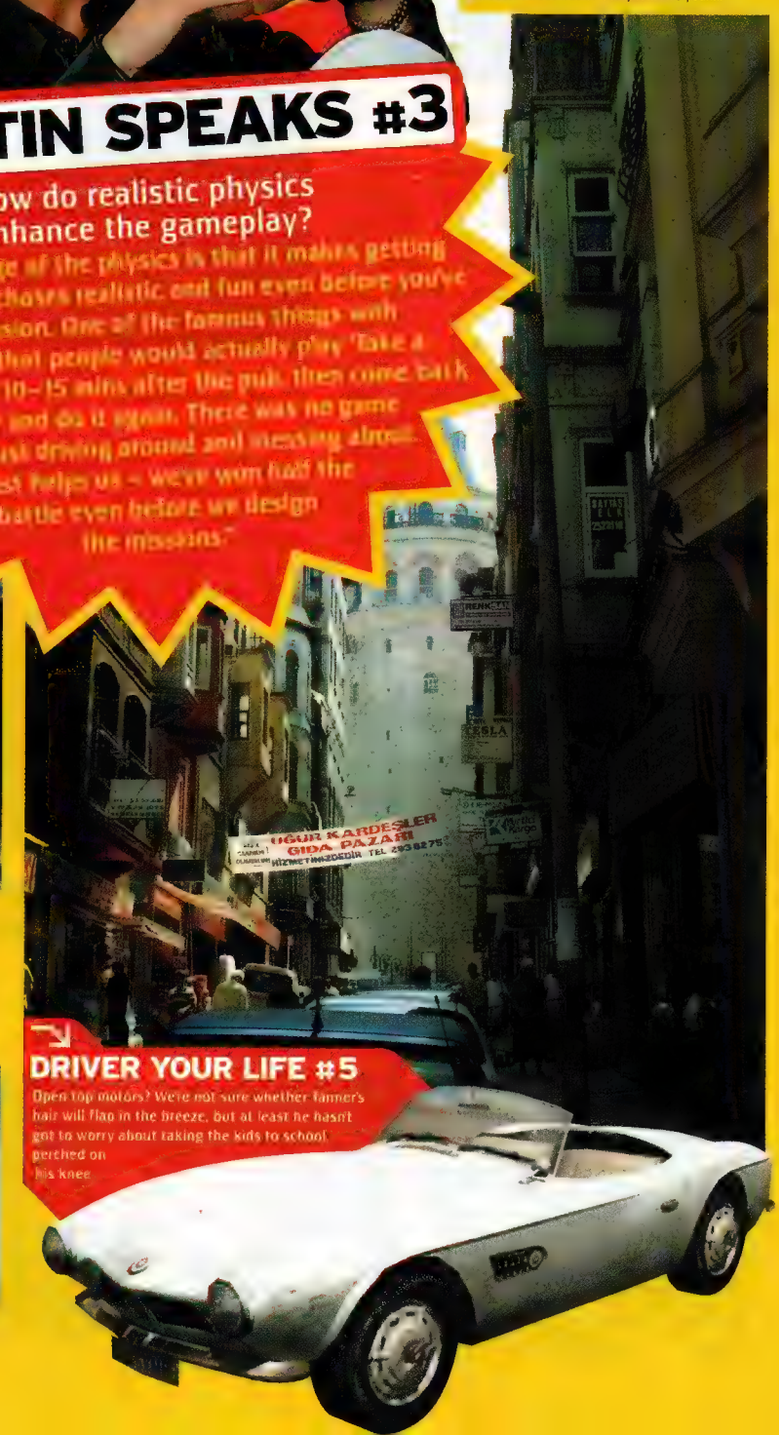
MARTIN SPEAKS #3

How do realistic physics enhance the gameplay?

"The advantage of the physics is that it makes getting involved in car chases realistic and fun even before you've got a mission. One of the famous things with *Driver* was that people would actually play 'Take a Ride Mode' for 10–15 mins after the pub, then come back next day and do it again. There was no game in there, just driving around and messing about. It just helps us – we've won half the battle even before we design the missions."



We're not sure quite how many people will be milling the streets, but Reflections want maximum realism.



"YOU CAN EITHER STEAL AN ENEMY CAR, WADE IN ALL GUNS BLAZING OR SWIM – YES, SWIM – TO HIS BOAT"

As you've gathered, Reflections are keeping mission details close to their chests. Cads.

Look, we've established how real it is – let's see Tanner on foot please...

DRIVER YOUR LIFE #5

Open top motors? We're not sure whether Tanner's hair will flap in the breeze, but at least he hasn't got to worry about taking the kids to school perched on his knee.

The missions will be context sensitive - gangsters will react differently, depending on which car you are driving.

The handling dynamics are unique to each car, making them dead satisfying to chuck round bends.

The car's have individual modelled suspension systems - watch the front end dip as you brake into a bend.

DRIVER YOUR LIFE #6

A car so piss-blindingly poor, even we could afford it. Well, provided we clubbed together and didn't drink until 2005.

PALM TRAYERS: The cars exhibit an obvious movie influence. Check out the 2CV-a-like - very For Your Eyes Only.

"THEORETICALLY, YOU COULD WASTE HOURS WATCHING THE WORLD GO BY"

►Mercifully, puzzles *won't* involve finding keys or performing set tasks in unmarked areas. Fixed objectives, multiple solutions – the *Driver 3* motif.

One thing's clear, *Driver 3* won't be leaving anything to chance. "One thing I'm adamant that you need – and I understand *The Getaway*'s argument about not cluttering the screen – is to know where exactly you're going," states Martin. "We did it in *Driver* using a rotating map, with big arrows when you get to the location. It's so irritating when you get stuck on a mission because you don't know what to do, not because its so hard." Better yet, you'll be able to save at key points during a mission – like *The Getaway*.

GAUGE & ONION

On-screen furniture? "Yes, we will be using health bars – one for Tanner, one for the car. It can be too vague just to see smoke belching or someone limping, so we want to be clear how much more damage you can take before you keel over. Also, he'll take physical damage from car collisions – for example, if you drive into a wall at 100 mph." Mercifully, there'll be no resting against walls. "We haven't decided how to recover energy – cars are irrelevant since you steal a new one – but we'll playtest that aspect and decide whether we want Tanner to recover energy over time or use health sachet things like *MoH* or *Max Payne*."

As the interview draws to a close, an impatient PR bod taps on the window. "Two minutes left," she mouths. Frantically flipping through our notes, we flush with panic. Ohmigod, we've forgotten to ask *the* question. As Martin looks out of the window, we purse our lips, check the clock and... relax. Seconds later, we pop our pen away and exchange a knowing glance.

Suddenly, it doesn't matter. Who cares what Martin says? As we mull through our notes – remembering the jaw-grazing physics, photo-realistic locations, inventive missions, articulated trucks, swimming, deformable scenery, and – yes, those bloody hinges – the question answers itself.

Why should anyone care about Driver 3 *if they've played* The Getaway *and* GTA: Vice City?

Looking back at Martin, we share a comfortable silence – sometimes the best things speak for themselves. PSM2

DVD ACTION

We've got an exclusive interview with the head of Reflections, Martin Edmondson, on next month's DVD.

HANDS-ON VERDICT

Driver 3 isn't a free-roaming toybox in the vein of *Vice City*, or a gratuitous stoutly-linear exercise in ultra-realism in the shadow of *The Getaway*, but something in between – pushing familiar elements to new extremes in pursuit of a *genuinely* captivating whole. And, more importantly, it gives us reason to be bloody excited. True, it isn't really a *game* as yet – there's over a year of development left – but the component elements are rock solid. You can enjoy yourself just driving around and marvelling at the physics – imagine *Stuntman* without the strict constraints. Even at this stage, the environment's look top notch – with steep inclines, roundabouts and the promise of buzzing traffic. Given Reflections' supreme pedigree – we'll be amazed if this is anything less than superb. Not *groundbreaking*, but diverse, superbly-balanced and tremendous fun. Why can't more games be this way?

You'll love it because...
You want *Stuntman* physics in a free-form world. And love guns.

You'll hate it because...
It might be reminiscent of certain other free roaming crime capers

ORIGINALITY
HANDLING
PRESENTATION

DRIVER 3

DEVELOPER: Reflections
PUBLISHER: Atari
GAME TYPE: Driving/action adventure

AUTOMATED FEATURES

- Over 25 missions with on-foot sections.
- Multiple vehicles – including tributes to Mustangs and Lamborghinis.
- Comprehensive car damage model – interior and exterior.

WHERE IT'S AT...

- The game's only an elaborate demo, but there's a year of development left. The components are firmly in place, and things look good for an early 2004 release.

CROSS TOWN TRAFFIC

The driving sections are free form, but won't be packed with scripted stunts. Martin divulges, "We're going to let people choose which way they're going to drive. Since we've got an overhead map, you can see the quickest route, but as you get to know the game, you'll know one road's quicker than the other since it's wider or there's less traffic. There'll be certain things in the scenery which may play part of a stunt, but it's not like *Stuntman* where we have a carefully timed sequence of events, where we control the path. With *Driver 3* there could be 20 roads you might be driving down. The advantage is that you get moments that may never happen again, a car might flip in front of you, swerve or whatever."

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST! プレビュー

トクセンジョウホウ

INCINERATE THE HALLS WITH BOUGHS OF HOLLY AND SAY SAYONARA TO TINSEL TOWN.

JONNIE

Another year fades and we wheel Old Man Time back to the Belle View home for the eternally senile, replace our 2002 Celine Dion calendar with 2003's – sadly minus the nude window shot – and look through our personal innovation back catalogue.

First up in the mirrored hall of memories is Dan D trying to convince the rest of us that *Ico* championed the empty user interface months before *The Getaway* reared its well coiffured head. The next exhibit sees Marcus clutching the *Vice City* CD box set, bellowing on about how no other game has utilised licensed music as effectively as this. Then comes Milf pontificating on the output of Computer Artworks and their clever-but-flawed use of trust and fear in *The Thing*. And finally Joel, who's words always speak louder than bombs.

"Sorry? Impressed? Erm... I went to the Chinese State Circus and saw a girl flick a bowl, cup and teaspoon on to her head one-footed while she was riding a ten-foot unicycle. Brilliant, eh? What? Oh, *games*. Well, I was impressed when I realised that you could chainsaw the doors off tanks in *Vice City*. Does that count?"

Yes, Joel, yes it does...

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK APRIL 2003

METAL GEAR SOLID 2: SUBSTANCE

Endless ruminations on the advent of genetic engineering? Sod that... time for a game with a bit more 'substance'

TAPPITY-TAP Hee-hee! Wait for it... wait for it... *now*. Snap! Gurgle. Vrreeeep! Bangbang... kablammo! *Bssssshww*. Get used to those noises. You're going to be hearing them a lot.

Substance is *MGS* reduced to its essence. No new cutscenes, no convoluted plot, a minimum of whinging from Happy-haired Jack – just you, a barrack-load of gullible guards and lots of things to hide behind. The bulk of the new game time package, besides Sons of Liberty, is made up of mini-missions that'd be familiar to anyone who played the original *Metal Gear Solid* – more than 300 of them. The VR Section, deprived of Lego-sparse grey tones with orange guards, includes Sneaking, Elimination, Sneaking weapons, First Person Mode and Variety. Bonuses. The Alternate Missions, featuring environments lifted straight from Sons of Liberty, focus on other skills, including Bomb Disposal, Hold Ups and more Elimination. Once you've done them all with Raiden, there's a set for Snake.

"SUBSTANCE IS JUST YOU, A BARRACK-LOAD OF GULLIBLE GUARDS AND LOTS OF THINGS TO HIDE BEHIND"

COMING SOON

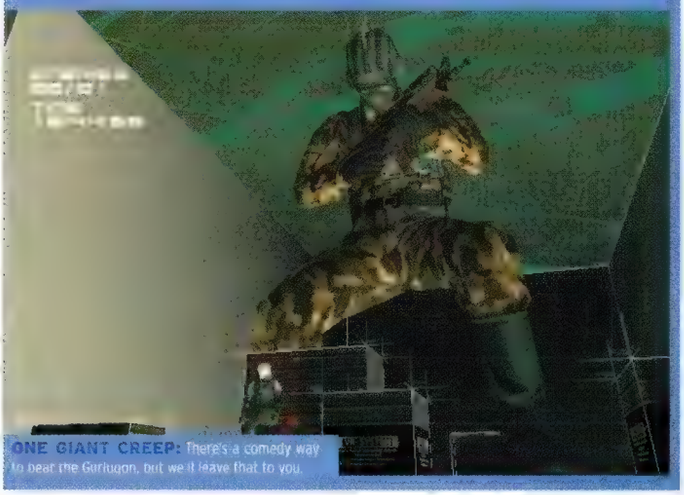
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

VR THE CHAMPIONS

1 Upset about the lack of tip-toeing in *MGS2*? Get ready for stealth nirvana, as Raiden and Snake soft-shoe-shuffle their way through ten missions of cardboard boxes and discarded bongo leaflets. After that, it's time to do them again – but murder all the guards. After *that*, you've got to do it at top speed – using as few bullets as possible. Happy?

THAT PATROL EMOTION: *Substance* seems to allow for more guards on screen at once.

HIDE AND SNEAK: Unlike the main game, some missions rely heavily on body-hiding skills.



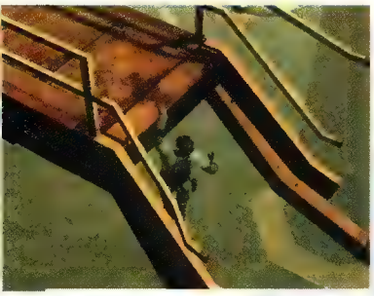
ONE GIANT CREEP: There's a comedy way to beat the Gurlugon, but we'll leave that to you.

VR THE WORLD

2 Second port of call's the Weapons mode – five missions for each bit of kit you find, from dropping Claymores in front of moving blocks to sniping explosives. Shame these aren't a bit tougher, to be honest.

RUBBER BRAND: A quick combo followed by a Hellfire, and Johnny Cage is down to half health.

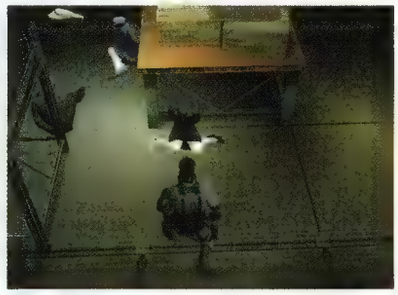
AK COMPUTER: The machine guns are surprisingly tricky to aim at moving targets. Brrrrt.



BOSTON DANGLER: More missions make use of the 'hang' skill for knocking out bad people.

SUITY AND SWEEP: Snake's tux missions are even tougher than his normal ones - hence the elite guards.

CAPTIVE PUGWASH: An alternate mission features, um, Snake rescuing captives. Who look like *Sons of Liberty*'s.



LADY IN DREAD: Be careful with the female hostages - you don't want them having an accident, after all.

that uses the same locations, but includes brighter enemies and tougher targets. Then there're alternate outfits for both characters, featuring different weapons and yet more variations on the basic missions.

Do you get the picture? There's something for everyone, whether you're happiest silently eluding guards, honing your aim or just scampering around knocking on walls and planting Claymores everywhere. Skills you barely needed in the earlier game – like scattering gentlemen's pamphlets about to divert highly-trained (yet curiously smut-addicted) guards – suddenly become the most efficient way of completing a mission. Go back to the main game after this and entire new avenues open up – using the hanging drop, the standing-on-tip-toe shot and the cartwheel-over-noisy-floor move become almost second nature. It's in the VR Missions that you'll see Kojima-san's tweaks to the *Metal Gear* engine in action – including a level stuffed with those Godzilla-sized, fin-tipped guards.

"AS A GREAT BIG MISH-MASH OF STUFF TO PLAY ABOUT WITH, SUBSTANCE IS PERFECT"

BLAST ACTION HERO: Arcing grenades with the launcher's one of the tougher weapons tasks.

Eventually, you'll even get a go at skateboarding with Snake – although he looks a bit out of place 'on deck', if you'll forgive us trying to be clever.

The Alternate Missions cover similar ground – tiny nuggets of action, this time with the emphasis on the skills that're key to *Sons of Liberty*. If you went after the dog tag bonuses – or simply delighted in making guards soil their fatigues – the Hold Up section'll become second nature. Tap a wall, ping bullets off a window, toss an empty clip, then freeze-eek-bosh – you've nailed another guard.

Bomb disposal's very similar to the early section of the Plant, featuring bleeping explosives hidden in all manner of tricksy locations. And Eliminate appeals to our darker side. The one that wants to stick C4 to guards, then gives them a hoof in the stones and a tranq in the jacksie.

The second fan-placating feature's the Snake Tales section. You *can't* play *Sons of Liberty* as Snake, so these extra mini-stories are your only new chance to take the mulleted hero through the real world. Sneakily, all the new missions involve Dead Cell or Colonel Gurlokovich, and all use the tanker or Big Shell as their setting – so don't expect to see any new characters or scenery. They're also incredibly tough – you're given a

SKATE EXPECTATIONS: This is Raiden's Special - we were hoping for something sword-based.

VR FAMILY

3 The Alternate Missions are a sort of more realistic VR – guards still disappear, there's still a 'Beeeeooww' noise when you fail, but everything takes place in a restricted area of the Tanker or Plant. Bomb Disposal's all right, and Hold Up's a skill-building treat, but top honours go to the Elimination mode – no punishment for alerts, just a load of guards, a sack of ammo and free reign to do what you like. Watch out for the sweep teams, mind.

MELT IP MEN: You don't get to toy with held-up goons – they disintegrate after you've 'dealt' with them.

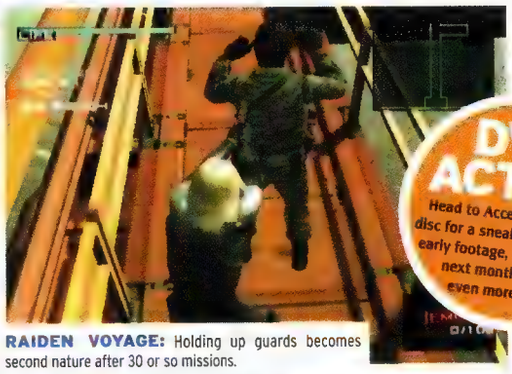
BOMBER JACKET: Guards? No problem. Bombs? Easy. Guards with *bombs on their backs*? Eep.

NINJA SPICE: In Raiden's alternate outfit, you have to rely on the high-frequency blade.

mission outline at certain points, but there's no hints. There isn't even a radar, which makes things absurdly tough if you're new to *MGS*. The new missions are narrated by chunks of text – no new cutscenes here.

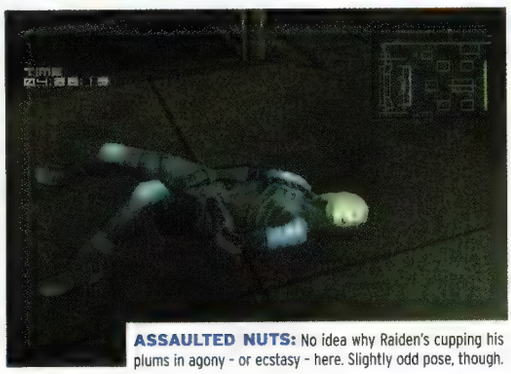
As a great big mish-mash of stuff to play about with, *Substance* is perfect. The missions are pitched to inspire that one-more-go quality that gets everyone scrabbling for the pad – you can always see a way to shave seconds off your time, or slip past that guard... In fact, if you've never played *Sons of Liberty*, it's great value for money – the bits where Raiden goes on about his VR Training makes more sense, and it feels well-rounded. But if you've played *Sons of Liberty* to death, it might turn out to be a bit *Metal Gear 2.5* for your tastes. There's nothing astonishingly new in it, but it's... hang on. Ffft, fft... hwuh? Vrreeee! Snake, stop pissing about. Snake? Snaaaaake! **PSM2**

MGS2: Substance sneaks into the shops in April.



RAIDEN VOYAGE: Holding up guards becomes second nature after 30 or so missions.

DVD ACTION
Head to Accelerator on the disc for a sneaky look at some early footage, and check out next month's DVD for even more details.



ASSAULTED NUTS: No idea why Raiden's cupping his plums in agony – or ecstasy – here. Slightly odd pose, though.

HISS HISS, BANG BANG

4 The Snake Tales are a series of Alternate Scenarios that, at first glance, aren't much different from the main game – featuring missions like 'Get Emma out of Big Shell' that clearly don't sit well with *MGS* continuity. We'd have preferred missions that took you through Snake's part in *Sons of Liberty*, to be honest – remember all the times he pulled Raiden's whiney ass out of trouble?

SISTER TACT: Snake's a flipping sight better than Raiden at protecting the lovely Emma.

VALUE-ADDED TUX: We're not sure if you can use this outfit in the *Sons of Liberty* tanker section.

NINJA RISK IT: There's even a survival mode in *Substance* where you have to take on hordes of the bouncy ninja enemies. Tough stuff.

HANDS-ON VERDICT

5 **An unconscious guard, a patrolling goon, a locker and a noisy floor. The obvious solution? Hide the guard in the locker, then tip-toe past the patrol. The high-scoring solution? Ignore the snoozing trooper, knock the other one out with a flying cartwheel that clears the danger area, then sprint to the exit. It's this payoff for flamboyant precision that makes *Substance* rewarding to play – the best missions are those where you're left to your own devices. Our only reservation's that, to an extent, you've seen it all before. There aren't really any new environments, bad guys, weapons or skills, just endless variations on things you've already done. For those who haven't played *MGS* before it's astonishing value for money, but for others it could prove to be simply too much sneaking.**

You'll love it because...
It's a return to what *MGS* is about – playing hide and seek with a cardboard box and a silenced AK.

You'll hate it because...
You wanted more cutscenes – there isn't a single new one in the game.

ORIGINALITY .....
HANDLING ..... ★★★★
PRESENTATION ..... ★★★★★

METAL GEAR SOLID 2

INFO
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Stealth-em-up

ANTICIPATED FEATURES
- More than 200 VR missions to trawl through.
- 100 Alternate Missions, including Hold Up, Eliminate and Bomb Disposal.
- Five 'Snake Tales' missions featuring our man Dave.
- Five alternate costumes.
- The entire *Sons of Liberty* game as an extra.
- Lots of 'Special' info about *Metal Gear Solid*.

WHERE IT'S AT...
- Complete as it can be. All done and dusted and ready for you to splash your cash on come April.

EXPECTED UK MARCH

DARK ANGEL

Max may be mad, but is she bad and beautiful enough to compete against Lara's charms?

IT'S AN OLD equation, but one that just won't give out. **Pretty girls + fighting = ££££. From Emma Peel through to Buffy there's just something about girls kicking ass that transcends all sexual boundaries. It's just a shame that, as far as games go, this usually translates into another generic third-person-action-adventure only with a higher centre of gravity.**

Introducing Max, a genetically engineered weapon out to find her experimental siblings in the bad world of 2020. She's on the run from the authorities but, thanks to a slice of cat DNA, she's more than able to land on her feet. What this feline streak translates into is moves. Tons of 'em.

The great thing is, the specials hidden away in her repertoire actually give you an advantage. Execute a moonsault and you'll floor anyone chasing you. Go for the sideways spin and you can wrong foot an opponent leaving their kidneys open to your fists. Then there's the flare up, the down slam punch, the aerial triple toe punt, the roundhouse... It's like a bouncer's survival guide. Our only fear is that, beyond this, there's very little else to lock down your attention.

Max does have a stun gun that she can use in a first-person perspective, but puzzles never progress past the key/door stage and the stealth sections are perpetually hampered by guards better designed for gang warfare than patrol missions. All things you might expect to see corrected before release but, truth is, this is already out in the States and the chances of there being any radical changes to the format pre Euro-launch are nonexistent. **PSM2**

Out in March so we'll be rattling the Meow Mix in our next edition.

"THE GREAT THING IS, THE SPECIALS HIDDEN AWAY IN HER REPERTOIRE ACTUALLY GIVE YOU AN ADVANTAGE"

PSM2 FIRST PLAY

DVD ACTION
Cat woman sheaths her claws for this disc, but she'll be back with a full trailer and loads of in-game action next issue.

FLAT FRIENDS: And... over we go. Flattening slapheads like this never ceases to amuse.

SPINAL ZAP: The stealth gun has some jazzy effects but is useless once the alarm's been sounded.

THUGS AND KISSES

1 **Enemy troops can attack singularly or in groups of up to eight. Most are unarmed, but some *do* carry weapons. Trick is to target the strongest members first and use your attacks to create some space. Our favourite attack is heaving one guard into a group, jumping and rapidly hitting ⓑ for some wire fu chin punts, or moonsaulting off walls and squishing them...**

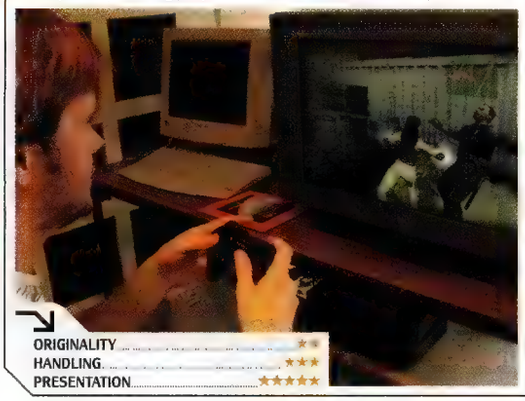
HANDS-ON VERDICT

2 **First up, don't get this confused with *The Angel of Darkness* starring Lady Croft, or the *Dark Angel* vampire RPG that's currently on import, or – for that matter – *Nightmare Creatures 3: Angel of Darkness* – Jeeeeeesus. Originality, thy name is developer...**

Anyway, there'll undoubtedly be some attraction gleaned from PS2 owning fans of the cancelled TV series, thanks to the voice talents of Jessica Alba and Michael Weatherly that are used in the game. As for the rest of us who've got absolutely no idea what the show's about and have already played the laudable *Minority Report*, there's going to be little that we haven't seen before.

You'll love it because...
The diverse combat moves open up a plethora of bone snapping options.

You'll hate it because...
Repeatedly breaking people in slo-mo is old hat. Like a Trilby.



ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★★

JAMES CAMERON'S DARK ANGEL

INFO
- **DEVELOPER** Radical Entertainment
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** Action Adventure

ANTICIPATED FEATURES
- pick up and use
- kills for the more

WHERE IT'S AT...
- conversion

PRIMAL
PlayStation 2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MARCH

STEGGERS PLAYS POP: Your roaming camera allows you to see how the dino herds are interacting.

SAFARI, SO GOOD: Build yourself a ranger station and you get to tranq dinos from the air.

YOU BET JURASS

1 Fed up with placating hungry dino-twitchers? Perhaps it's time to try some park management with the 12 mini-missions. These range from creating photos involving Stegosaurs or, um, shooting a Triceratops. It's a handy way of honing skills you otherwise won't use until all your guests are getting eaten.

JURASSIC PARK: OPERATION GENESIS

Flies in amber one minute, oversized lizards the next... Don't you know you're messing with dino-mite?

EVERYTHING'S peachy. **Visitors are munching on overpriced burgers, the Torosaurs are happily scarfing down haybales, and the Carnivore Feeder's flinging out cows while bemused children watch. The agitated bovines signal the appearance of your star attraction – and through it all, there's the gently inspirational daaa-da-da-da of John Williams on top form. Welcome... to *Jurassic Park*.**

research. Through it all, Hammond's ideals take a backseat to capitalism. Feed the Brachiosaurs some 'modern' plants and they'll get ill – but proper jurassic shrubbery costs more money. And, of course, when the screaming starts you'll be forced to – ahem – get medieval on 'jurass', courtesy of a ranger chopper and a sniper scope.

DVD ACTION

Just shots for now we're afraid, but get back here for disc 34 and we'll serve up a step-by-step guide to park life.

"YOU'LL BE FORCED TO GET MEDIEVAL ON 'JURASS' COURTESY OF A CHOPPER AND A SNIPER SCOPE"

PSM2 FIRST PLAY

No way to get around this. It's *Theme Park*, but with dinosaurs. It's one of those games that's a juggling act between grand plans and tiny details. You might have the most artfully designed park ever, but forget to hire the cleaners and you'll end up with a vomit-sluiced dino craphole. With only basic dinosaurs available from the start, it's essential to assign teams to dig for fossils, and carry out genetic

There *are* slight constraints on your omnipotence, but there's nothing to stop you unleashing cretaceous havoc by knocking all the walls down. Ultimately, the joy of the game's in the sense of achievement when the Hatchery announces a new addition. Although watching a T-Rex chasing a jeep runs a close second. **PSM2**

The Park's open for business some time in March.

HANDS-ON VERDICT

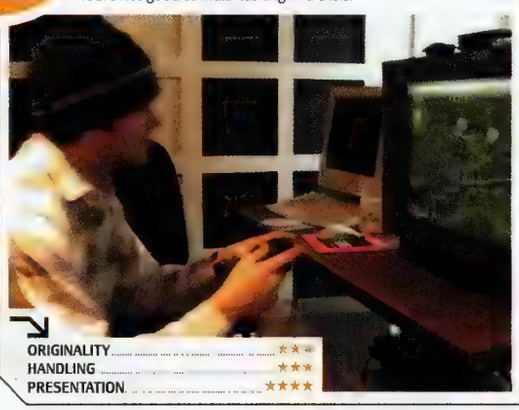
2 **In the PSM2 office, there are two ways to play any game involving asset-management – a division made clear by *Jurassic Park*. Jonnie's Way involves nurturing herbivorous dinosaurs, making sure they have plentiful food, locating viewing platforms a tactful distance from their drinking water, hiring cleaners, building benches and making sure the toilets work. It's sort of a long-term gratification thing. Joel's Way? Joel's Way involves precisely enough research to breed T-Rexes, some woefully inadequate security fencing and a heliport shut down at just the wrong moment. Somewhere between the two hides the joy of *Jurassic Park* – trying to keep everyone happy, but occasionally watching everything spiral into a mess of agitated 'raptors and chubby tourists taking refuge in flimsy Portaloos. Genius. But only – *sigh* – if you really like this sort of thing.**

You'll love it because...

You fancy something a bit on the cerebral side; you're Sir Richard Attenborough.

You'll hate it because...

You're not good at multi-tasking in a crisis.



ORIGINALITY ★★★☆

HANDLING ★★★☆

PRESENTATION ★★★★

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

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Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
Welcome to Oblivion.

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PlayStation 2

THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

BORN SNAPPY

1 Incorporated into the levels are photo-shoot challenges, where a photographer has you pulling off fancy moves to get your mug on the cover of the most hallowed skate bibles. He'll tell you the trick, point to a spot and, like a lamb to the slaughter, you risk your kneecaps for fame and fortune.

CHRIS CAMERA: Strike a pose on the designated spot and let the snapper click away.

TIT! CAMERA: You'll wind up on the cover of a skate mag to be marvelled at again and again.

EXPECTED UK MARCH

ROLLING

A rollerblading game that isn't so much aggressive as positively raging. And no, Fred Durst ain't in it. Thank the Lord.

UP AND AT 'EM: With the obscene amount of hang-time available, the combo possibilities are huge.

PICTURE the scene: the Rage camp is buzzing with excitement as work nears completion on a revolutionary new extreme sports sim that plucks out the Hawkster's finest feathers and applies them to an inline skating engine that oozes versatility. Everything's being put into place – from the truckloads of tricks to the innovative experience system whereby you become more proficient in the art of jumping, spinning, manualing and wallriding the more you do it... And then *Aggressive Inline* comes out and pisses on their fireworks – Pzzzzttt!

PSM2 FIRST PLAY

So where does that leave *Rolling*? On the outside looking in, while Acclaim's blading behemoth picks up all the plaudits and wows the crowds with its intense, anarchic action. But now, when *Aggressive Inline* has been pacified, the last few gaps have been gleaned from Tony's latest and the hunger pangs for more extreme nourishment stabs sharply into your belly, *Rolling* emerges like a kind of Best Of extreme sports compendium. It does everything, albeit not particularly originally, but well enough to make you want to don a pair of crotch-sagging denims and defy gravity once again.

Choosing any one of 20 skaters, including the likes of Cesar Mora, Fabiola daSilva and Jon Julio, you embark on a career that starts out at a typically ramp-strewn Californian high school and stretches as far afield as Sao Paulo and Sydney. When you trundle out on to the streets for the first time, you're a truly wretched skater. Your jumps are like half-hearted hops and your balance is like a Reed/Elphick tug-of-war. However, the more you jump, grind, do tricks, roll, spin and land, your stats will gradually improve and slowly, almost without realising it, you transform into a more accomplished skater. There's no collectible stat points here – it's just a gradual evolution where practice makes perfect.

SEA SLIDE: The themes of the levels aren't original, but they're all highly skateable nevertheless.

What also impresses is the amount of tricks to master. Split into categories (grind, flip, grab, lip and switchups) you unlock them by performing well in the levels – although you can't just pull them off willy nilly. No, instead you have to weigh up the tricks you need – whether they're for a challenge or just the highest scoring tricks available – and then chop and change them in your trick book. Not only does this help you to learn each of them in turn rather than 'fluking' them, it also incorporates strategy and gets you planning your runs more.

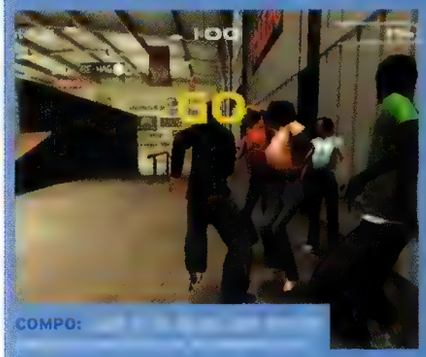
In fact, the game is peppered with more clever touches than you can shake a skate at and they're all moulded into a crisp, free-flowing game engine with an intuitive control system that enables you to string tricks together with satisfying fluidity. Roller boogie, baby! PSM2

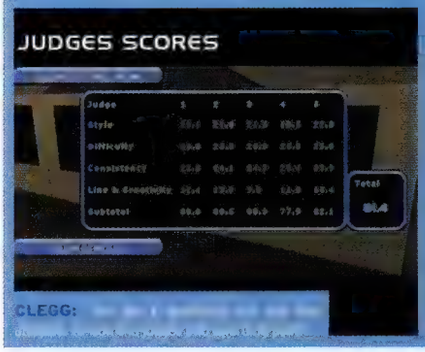
Rolling will be rollin' out in March.

"IN FACT, THE GAME IS PEPPERED WITH MORE CLEVER TOUCHES THAN YOU CAN SHAKE A SKATE AT"

ROLLING THUNDER

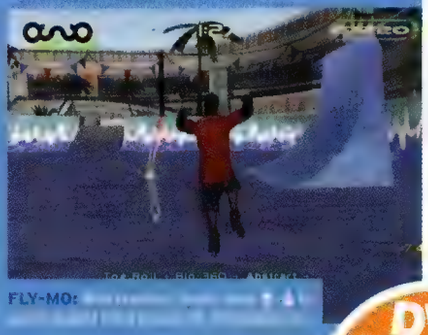
2





ROLL WITH IT

4



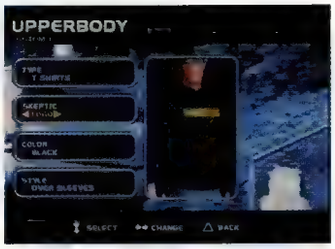
WHEELS ON HIRE: It is possible to unlock new boot brands and wheel makes – not that you'd notice.

SKATE AND CREATE

3 **Each of the skaters can be suited and booted to suit your own fashion crimes – with over 1800 different items of branded clothing to be unlocked as you go. You can also unlock new features with which to mould them into your likeness in the Skater Edit facility and also, if you should want to recreate your local skate spot (that glass-strewn council estate complete with burning cars) there's also a comprehensive park editor facility on hand.**

PARK STRIFE: Create your own skate zones from scratch using a wealth of imaginative items.

COOL FOR HATS: Make a skater in your own likeness? Or not, as the case may be...



EVERYBODY SHIRTS: What? No Vision Streetware? Or are we showing our age now?

HANDS-ON VERDICT

5 **Any previous sporting experience in the realms of the extreme will ensure that you'll take to this like Jordan to a virginal pop idol. Granted, the return of time constraints hampers your creativity somewhat and the game lacks several of the 'cooler' features of *Aggressive Inline* – like the car skitchin', bail landing and pole swinging – but the inclusion of the evolution stats system, fame hunting and competition stages more than makes up for this.**

You'll love it because...

You want some fresh scabs to pick. *Rolling* features some of the most spectacular wipe-outs – not least the full-on, legs akimbo, rail-splitters which are guaranteed to bring a tear to your eye.

You'll hate it because...

The graphics aren't great and you hate skating against the clock and collecting objects – the main meat of every other extreme sports game that's now starting to whiff like month-old milk.

DVD ACTION
Head straight to the Hands-on Preview section on our DVD, for some blinding footage and a taste of extreme things to come.

Rolling

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK FEBRUARY

SWORD OF THE SAMURAI

Live by the sword? Not for very long, you won't. Welcome to life at the sharp end...

FIRST there was *Bushido Blade*, where a single hit meant death. Then there was a sequel to it. Then there was *Kengo*, which introduced energy bars, but was a bit brown. And now there's *Sword of the Samurai*, which has energy bars – but where you can get killed by a single hit anyway. It's still a bit brown, mind.

Where *Kengo* was a straight fighting game, *Samurai*'s a more rounded take on the Bushido lifestyle. Initially, you're a ronin, adopted into a dojo after (most likely) taking a kicking off its master. Your days are divided between resting, training, and competing in tournaments. Fighting with wooden bokken's *de rigueur* in duels with your fellow students, but in illegal backstreet tournaments you'll fight with lethal blades, which could end your game at any moment. It's all a bit haphazard at first, with both characters swiping away, not even hitting each other at close range, but it perks up once you start pulling off the Total Defence parry, or the lethal draw 'n' slash – handy for a dishonourable start to the fighting. Things get more interesting later on – you'll end up fighting multiple opponents. Later missions involve kidnapping, assasination, or rescuing other characters, though the emphasis is still firmly on putting cold steel through brittle ribcage.

Stupidly, though, they've skimped on some of the things that make a samurai game so appealing. There's no opportunity to hack off limbs or heads with your sword, and blood doesn't even stay on the floor. For the *Mortal Kombat* generation, this one might be a bit too honourable. PSM2

Samurai's out in February.

"THERE'S NO OPPORTUNITY TO HACK OFF LIMBS, AND BLOOD DOESN'T EVEN STAY ON THE FLOOR"

PSM2 FIRST PLAY

DVD ACTION

Zip over to our DVD for some bloodthirsty slashing, as this month we've got an intense Hands-on Preview for you.

SLASH DANCE: The best way to deal with multiple crap assailants seems to be running a lot.

SAMURAI, EARLY IN THE MORNING

1 Tokugawaphiles rejoice – *Samurai* has 30 historically accurate swordsmen, from Miyamoto Musashi (of Japan's *Brave Fencer* fame) to his adversary, the unspeakably unpleasant Sasaki Kojiro. It also features none other than Jubei Yagyu, better known as the star of Capcom's *Onimusha 2*.

WOODEN IT BE NICE: At least you don't run the risk of being killed if you practice with bokken.

HANDS-ON VERDICT

2 If you're looking for an adequate reflection of the punishing rigours and immediate dangers of samurai life, look no further – this is a game where a single misplaced challenge can mean a one-swipe death. Early bouts are punishingly brief, and they don't lengthen much once you've got the knack of the parry-deathblow mechanic – you just win more often. The single attack button makes things a touch simplistic, although it's possible to switch between high, middle or low stances for ease of attack or defence – all the moves being based on real Japanese sword schools. Let's hope things progress until you're honed to the standard of the bloke in the intro – who stabs, fast-draws, blocks and kicks his way through a swarm of men in conical hats without even pausing for breath. But we suspect that isn't going to happen.

You'll love it because...

You don't 'dodge between the eaves' when it's raining, and you make your underwear from badgerskin.

You'll hate it because...

It's a bit brown, and a bit shallow.

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★

Sword of the Samurai

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

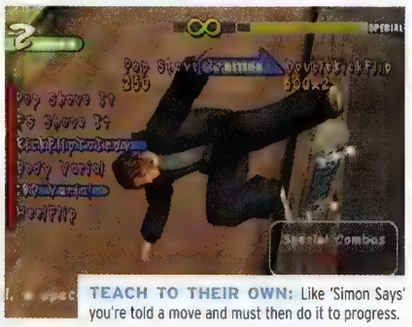
WHERE IT'S AT...

DISNEY INTERACTIVE
AND FALLING
YOU GET SCARED ABOUT OFF A SKATE RAMP
PlayStation 2
Treasure Planet
PlayStation
Kneepads and a helmet wouldn't be much use to you now. But at least you've got a laser pistol to protect yourself against evil John Silver. And remember: in your living room, they can hear you scream.
www.playstation.disneyeurope.com
PlayStation 2
THE FEAR PLACE THE EXHILARATION PLACE THE THIRD PLACE

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

TEACH WAY: The tutorial is split into five categories that, naturally, get progressively harder...



TEACH TO THEIR OWN: Like 'Simon Says' you're told a move and must then do it to progress.

EXPECTED UK SPRING

EVOLUTION SKATEBOARDING

Just when you thought you'd seen everything in a skating game, here comes Solid Snake – and he's brought some evil bosses along for the grind...

LIKE having a spittle-drenched one-to-one with Roy Hattersley, the extreme sports genre has become heavily saturated of late, with a slew of games emerging that promised to take it to even more extremely extreme extremes. So how do Konami combat the high flyers and ensure that the sequel to their disappointing *ESPN X-Games Skateboarding* debacle stands out among the low-slung slack denim'd, beanie hat brigade? Simple – bung some boss battles in.

PSM2 FIRST PLAY

It sounds bizarre, and frankly, it is. Embarking on a career with one of eight different featured skaters (including Danny Way, Arto Saari and Stevie Williams) you visit a succession of theme levels (the order of which varies depending on the chosen skater) and must perform familiar-style challenges, such as collecting objects, delivering objects, scoring points, pulling off combos, that sort of thing. Once you've completed a certain amount of challenges, you'll unlock the next level and continue on your quest until... After about the third stage, you'll face off against a rampaging beast – be it a trigger-happy tank or, y'know, *a giant spider* – and must go about 'killing' it by performing a succession of grinds on its weak spots. It's harmless enough fun, although totally out of context with the rest of the action.

WHEN WE WAS GRAB: Tricks are limited and points hard to come by - this sure isn't *Tony*'s game.

The look of the game is a massive improvement over its predecessor, with bright, arcade-style visuals and fine attention to detail – especially on the underside of the boards, where the garish graphics are easily distinguishable. Which is just as well really, considering that the game features a full 'Sticker Edit' facility that enables you to create your own fancy deck designs. OK, it doesn't boast the same level of realism as *Tony Hawk's Pro Skater 4*, where the stickers get visibly scuffed and rub off the more you grind, but hey, this game doesn't aspire to be a *Hawk*-beater – as the control system testifies.

Whereas in *THPS4* your hang-time seems to last an age in order to cram in an obscene amount of tricks, *Evolution Skateboarding* appears to favour realism over relish. The amount of stunts available are limited, and stringing them all together is tough, demanding greater timing and forward planning. Hell, at least it's a welcome break from the norm, right?

With plenty of smart features, and a few arse ones, it's hard to ascertain just how comfortably *Evolution Skateboarding* will sit alongside the more hardcore *Hawk* games, though. Kick-flips for kids, perhaps? PSM2

Evolution Skateboarding will be battering bosses this spring.

"THE LOOK OF THE GAME IS A MASSIVE IMPROVEMENT OVER ITS PREDECESSOR"

BEAT THE TEACHER

1 **As the control system in *Evolution Skateboarding* is dramatically different to that which is favoured by the *Tony Hawk* series, just picking up the game and attempting to play it without having a deep understanding of the technicalities beforehand is likely to get you absolutely nowhere. Thankfully, a comprehensive tutorial is included with the game to show you the ropes and demonstrate how to link up your vert tricks to your flatland manuals.**

GRIND OUT: Thrash around the Big Shell level from *MGS2*, then blow it to smithereens.

EVOLUTION SKATEBOARDING

"BEANIE HAT BRIGADE"

PLEASE GRIND THE GAP

2 A much talked about feature of the game is that it's the first to include 'boss' confrontations. After three standard levels in Career mode, the first encounter sees you attempting to stop a run-away rig by grinding eight rails down the sides to deplete its energy bar and bring it to a sudden halt. With the danger quashed, it's then safe to proceed to the next stage. The point of it all? Erm, we'll get back to you on that one.

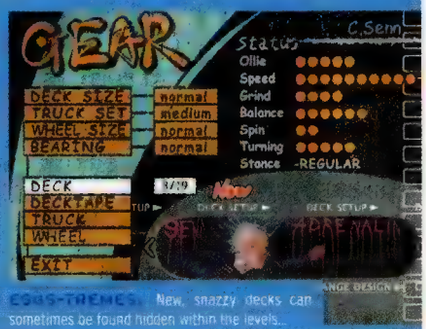
BOSS-EISLEY: Each of the boss encounters take place within restrictive, boxed-in areas.

BOSS POINT BLANK: Grind its weak points to drain its energy and thus 'defeat' it.

SHELL-SHOCKS - SPOILER ALERT!

4 Starting off on the graffitid streets of Tokyo, your skater's career will span through industrial warehouses, European castles and even the Big Shell level from *Metal Gear Solid 2*. Evading the trigger happy sights of patrolling droids, you must flip, grab and grind your way around this familiar terrain, ultimately sending the whole thing crashing into the icy seas. That's not all the surprises the game has to offer though, check out these unlockable Easter Egg extras...

EGGS-TRAS: Every time you complete a level, another one is opened up to thrash around on.



EGGS-THEMES: New, snazzy decks can sometimes be found hidden within the levels...

POACHED-EGG: New characters like Snake, Raiden and even *MGS* guards can be unlocked.

EGG-CUPS: Do well on the levels and you'll unlock new gear with which to jazz-up your skater.

EGG-HEAD: Complete the tutorial and you'll get the now obligatory, Big Head mode. Yes!

SKATE FUN: You grind using the Ⓐ button, but you don't have to hold it to continue grinding.

FLIPPIN' CHRIST

3 Right, let's finally get out of *Tony* mode because zillion-point combos are a thing of the past here. The interface of *Evolution Skateboarding* requires some serious forward planning on your part and cracker-jack timing in order to score the big points (which actually aren't that big, really). Here's a brief run-down of what button does what – some will be familiar, but others, we admit, will be completely alien...

SKATE EXPECTATIONS: You can do flip moves (Ⓡ) or grabs (Ⓞ) in the air or on flatland.

THE SKATEFUL DEAD: To manual, press and hold Ⓐ, followed by ↑ or ↓ just as you land.

THE SKATE ESCAPE: By filling your 'Special' bar and pressing L1, you can do custom combos.

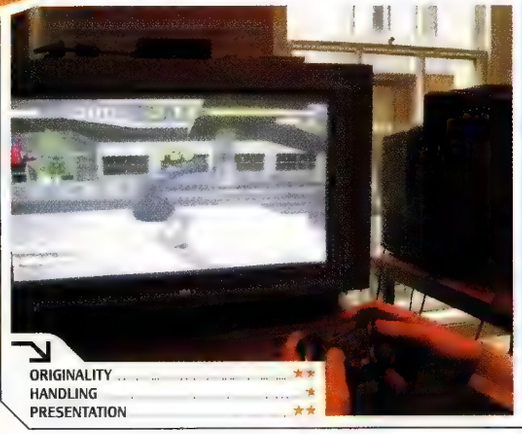
HANDS-ON VERDICT

5 Hmm, something of a mixed bag. The interface is looking sweet, with colourful menus, customisable gear and even a novel sticker design mode. However, the actual gameplay seems light years behind the Hawkster's latest, with bland level layouts (including objects placed in line-hampering locations), goofy, unresponsive controls and an alarming lack of actual tricks to try. The inclusion of 'boss' confrontations probably looked good on the drawing board, but translates into a pointless grinding exercise, and the arcadey theme of the game extends to some banal commentary that makes the *Ridge Racer* bloke sound like Orson Welles.

You'll love it because...
You want bringing down to earth with a thud after the majestic heights of *THPS4*.

You'll hate it because...
It commits the cardinal sin of ending some of your skate lines abruptly with a brick wall.

DVD ACTION
We've got exclusive in-game footage on next month's disc – so keep an eye out and grab a copy when it comes out on 14th February.



ORIGINALITY ★★
HANDLING ★
PRESENTATION ★★

EVOLUTION SKATEBOARDING

INFO
- **DEVELOPER** Konami
- **PUBLISHER** Konami Europe
- **GAME TYPE** Extreme sports

ANTICIPATED FEATURES
- Eight skaters, all customisable with new clothes and decks to be unlocked.
- Six modes, including Career, Trial, Free Skate, Practice, Challenge, and a two-player Versus mode.
- Customisable skate combos.
- The ability to skate as Solid Snake.

WHERE IT'S AT...
- It's already out in the US, so it's a straightforward port job. The version we played had all the elements in place and seemed stable enough.

GET THE KARTY STARTED: The weapons appear inside colourful vending machine-style pods.

EXPECTED UK FEBRUARY

BOMBERMAN KART

After the ravages of *RC Revenge Pro* and the badness of *Bombad* here's a new karter to blow you away.

YOU WANT 'serious' racing games with ultra-slick dream machines that pelt along at face-contorting velocities? Take your pick, there are trunk-loads on PS2. But if you want a less stuffy ram-a-rocket-up-your-mate's-tail-pipe type of game then the cupboard is bare. Apart from *Super Bombad Racing*, but that was truly whiffy. So what better time for one of videogame's oldest living servants to make an explosive comeback?

Not so much as paying homage to *Crash Team Racing* as consuming it whole, spitting out the cuddly toys and plonking in some pyromaniacs, Japanese developer Hudson has created a game that's every bit as fun as any karting game that appeared on the last generation of machines. Although, oddly, nowhere near as fast.

Split into six different modes, there's something here for everyone, from straightforward one-player Gran Prix to four-player footie (in karts) and it doesn't just rely on the constant roping-in of mates to stretch the longevity either, because there's loads to occupy solo players. There are two different classes of GP initially available to race in one-player mode and, if you win them, more will gradually be unlocked (around 12 on total) which will introduce wilder tracks for use in other modes. Popular themes include fun fairs, the Wild West, prehistoric times, hectic airports and haunted houses.

"EVERY BIT AS FUN AS THE KARTING GAME THAT APPEARED TEN YEARS AGO"

PSM2 FIRST PLAY

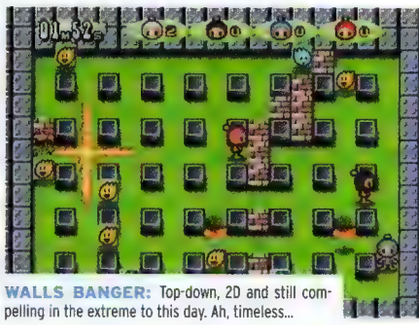
The *Crash* similarities also extend to tricky 'Rainbow Road' style tracks without boundaries – meaning that you can ram opponents off into oblivion as well as shower them with homing missiles. Ah yes, the weapons – an essential ingredient for any karting game, and *Bomberman Kart* keeps your arsenal basic, yet effective. Bombs can be dropped behind for rivals to run into, speed boosts propel you into an insurmountable lead and 'shark' missiles go straight for the leader, enabling you to catch up. Funny – right up to the point your pot-headed rivals do unto you what you've spent the entire race doing unto them. Cue flames on the finish line and your first place transformed into a forgettable fifth. Bastards!

Just one afternoon's intensive play has certainly convinced us that *Bomberman Kart* has all the components to easily fill the criminally conspicuous chasm in the PS2's 'alternative' racing market, but whether it's got the go-go juice to match the endurance of *Crash* remains to be seen. PSM2

Bomberman Kart is under starter's orders in February.

BACK TO BASICS

1 When the acrid stench of exhaust fumes gets too much, a separate mode warps you nostalgically back in time to the original *Bomberman* game. Four people can play at once and set massive, explosive chain reactions in order to catch their opponents napping, sending them to a smouldering death.



WALLS BANGER: Top-down, 2D and still compelling in the extreme to this day. Ah, timeless...

IT'S MY KARTY: The tracks get increasingly challenging and wacky as you go along.

PARTY PIECES

2 There's much more to *Bomberman Kart* than mere racing alone. The Challenge Game mode contains a plethora of multiplayer party games that involve such diverse distractions as Quiz Bomb (solve a sum by rolling over the right answer), Sumo Bomb (ram your opponents out of a ring) and Bomb Jump (propelling yourself off a ramp to see how far you can fly before landing). Kerrazy stuff – and here are some of our favourites...

BOMB BOMB CLUB: In Target Bomb, the idea is to blow up as many targets as possible.

MIKE'S A POINT: Ram your opponents out of the ring in the strangely compelling Sumo Bomb.

GOAL LOTTA TROUBLE: A-ha, the now obligatory mini-football game. Shoot, score, etc...

RACEY UNDIES: You race against the clock and your own ghost in Time Attack mode.

RACE CURTAINS: Speed Race is slightly faster than the rest of the modes. But not much.

STRAIGHT RACED: The Grand Prix mode provides the main engine to the game.

BLACK RACE: We may have missed something, but Battle Race doesn't seem too removed from GP.

THE RACE WARS

3 *Bomberman Kart* offers you the safest drive you are ever likely to find within the realms of PS2 – you can enjoy a nice, leisurely Sunday drive around the loud-looking parks in six different modes of play. We've covered the wackier stuff in 'Party Pieces', but just for the record, here are the other distractions on offer. Be warned, though, the differences are so subtle, you'd be forgiven for thinking there were none at all.

KART ATTACK

4 You can try and be sporting about it – opting to win the races by the careful out-manoeuvring of your competitors alone, but where's the fun in that? No, the one thing you can count on to be in any good karting game (aside from similarities to the legendary *Crash Team Racing*, of course) are weapons, weapons and more weapons. Here's what's

WHERE FOR KART THOU? Temporarily turn invisible to evade enemy attacks.

TAKE KART: Toss a cherry bomb behind you and wait for some short-sighted fool to hit it.

KART TO KART: off barriers and hit your rivals on the rebound.

KART STOPPER: straight to the front and take out the leader.

DVD ACTION
Check it out for yourself in next month's DVD in the Hands-On Previews section, where we've got some eye-watering *Bomberman* action.

HANDS-ON VERDICT

5 In terms of the actual racing, *Bomberman Kart* couldn't be more similar to *Crash Team Racing* if it tried – complete with copious amounts of pop-up. Also, any sense of speed seems to be sorely lacking – even when you pick up a turbo boost power-up. The only pace injection in evidence seems to be that you catch the karts up ahead quicker. You never feel as though you're exactly belting it along at any point. But still, it's certainly enjoyable enough – especially in the explosive multiplayer mode.

You'll love it because...
It's currently the best tongue-in-cheek karting game around – and it features the original, timeless blow-em-up game.

You'll hate it because...
It's slower than a milk float. It could get faster before release, but we seriously doubt it.

ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

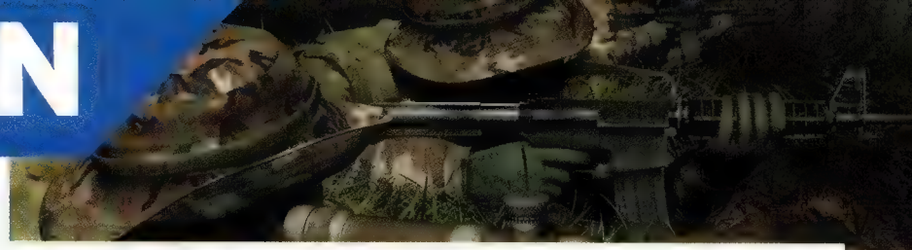
INFO
- **DEVELOPER** Hudson Soft
- **PUBLISHER** Konami Europe
- **GAME TYPE** Racing

ANTICIPATED FEATURES
- Four-player simultaneous split-screen play.
- 16 colourful tracks, plus reversed forms to race on.
- Six modes of play – plus the classic original *Bomberman*.

WHERE IT'S AT...
- [redacted] already out in Japan, and the localisation in the preview build that we played seemed pretty much complete. No reason not to give your loved one a fizzing [redacted]

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	SS	Puzzler	Pz
Arcade	Ar	Racing	R
Beat-em-up	BU	RPG	RPG
Bemani	B	Shooter	S
First Person Shooter	FPS	Sim	Sm
Fighting	Fi	Sport	Sp
Misc	M	Strategy	Str

FEBRUARY 2003

ATV: Quad Power Racing 2	Acclaim	R
Barbarian	Virgin	Bt
Batman: Dark Tomorrow	Kemco	AA
Batle Engine Aquila	Infogrames	AS
Centre Court 2	Midas	Sp
Dark Angel	Vivendi	AA
Everblue 2	Capcom	AA
Gio Gio's Bizarre Adventure	Capcom	AA
Grappler	Midas	Bt
G-Surfers	Midas	R
Indiana Jones and the Emperor's Tomb	Activision	AA
Macken Shao	Midas	AA
Midnight Club 2	Take 2	R
Mortal Kombat: Deadly Alliance	Midway	Bt
Mr Golf	Midas	Sp
Pac Man World 2	Sony	P
Paris Dakar Rally 2	Acclaim	R
Primal	Sony	AA
Robocop	Infogrames	FPS
Robotech: Battlecry	TDK	M
Rolling	Rage	S
Sims, The	EA	Str
SOS: The Final Escape	Agetec	AA
Space Channel 5.2	Sony	B
Star Wars: The Clone Wars	Activision	AS
Sword of the Samurai	Ubi Soft	Bt
Tom & Jerry: War of the Whiskers	Ubi Soft	P
Tomb Raider: TAOD	Eidos	AA
Whirl Tour	Vivendi	P

MARCH 2003

Aero Elite Combat Academy	Sega	FS
Club Football	Codem'ters	Sp
Dance Dance Revolution Max	Konami	B
Devil May Cry 2	Capcom	AA
Dr Muto	Midway	AA
Evolution Snowboarding	Konami	Sp
Gallerians: Ash	Sammy	AA
Inquisition	Wanadoo	AA
King Of Route 66	Sega	R
Mace Griffin: Bounty Hunter	Vivendi	FPS
Malice	Vivendi	P
Mark of Kri	Sony	AA
Metal Gear Solid: Substance	Konami	AA
Moto GP3	Sony	R
Jurassic Park: Operation Genesis	Vivendi	AS
Lost, The	Ubi Soft	AA
Pro Beach Soccer	Wanadoo	Sp
Rayman 3: Hoodlum Havoc	Ubi Soft	P
Silent Hill 2: Director's Cut	Konami	AA
SOCOM: US Navy Seals	Sony	AA
Syberia	Vivendi	AA
Tenchu: Wrath Of Heaven	Activision	AA
Vexx	Acclaim	P
Wakeboarding Unleashed	Activision	Sp
World Champ'ship Snooker 2003	Codem'ters	Sp
WWE Crush Hour	THQ	R
Zapper	Infogrames	P
ZOE2: The 2nd Runner	Konami	M

APRIL 2003

Black and White	tbc	AS
BloodRayne	Vivendi	AA
Def Jam Vendetta	EA	BT
Dragon's Lair 3D	THQ	AA
Shinobi	Sony	AA
War of the Monsters	Sony	Bt

MAY 2003

Black and Bruised	Vivendi	Bt
Enter The Matrix	Atari	AA
Indy Racing League	Codem'ters	R
Speed Kings	Acclaim	R

JUNE 2003

Hulk, The	Vivendi	AA

LATE 2003

13	Ubi Soft	FPS
A Sound of Thunder	Bam!	AA
Akira Psycho Ball	Infogrames	Ar
Alter Echo	THQ	AA
Bruce Lee	Vivendi	Bt
Deus Ex2: Invisible War	Eidos	FPS
Die Hard Vendetta	Vivendi	FPS
Dredd Vs Death	Vivendi	AA
Final Fantasy 10-2	Sony	RPG
Finding Nemo	THQ	AA
Fire Warrior	THQ	FPS
Four Horsemen of the Apocalypse	3DO	AA
Freaky Flyers	Midway	FS
Freedom: Battle for Liberty Island	EA	FPS
Futurama	SCi	AA
Ghostmaster	Empire	AA
Gran Turismo 4: Online	Sony	R
Lamborghini	Rage	R
Mercedes-Benz World Racing	TDK	R
Mission: Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Pride FC	THQ	Bt
Return to Castle Wolfenstein	Activision	FPS
Soul Calibur 2	Sony	Bt
Suikoden 3	Konami	RPG
Tak: The Power of Juju	THQ	AA
Team SAS	Rage	AS
This Is Football 2004	Sony	Sp
Tom Clancy's Raven Shield	Ubi Soft	AS
Urban Freestyle	Acclaim	Sp
War of the Monsters	Sony	Bt
Warhammer 40,000	THQ	Str
X-Men: Wolverine's Revenge	Activision	AA

TO BE CONFIRMED...

A10 Warthog	tbc	P
Aliens Colonial Marines	EA	FPS
Armored Core 3	Metro 3D	M
ATV Offroad	Sony	R
Batman 2	Ubi Soft	AA
Ben Hur	Vivendi	R
Blood: The Last Vampire	Sony	AA
Bomnerman Kart	Konami	R
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Sleeping Dragon	Sony	AA
Butterfly Table Tennis	Metro 3D	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Chariots: The First Olympics	Candella	R
Charlie's Angels	Ubi Soft	AA
Choplifter: Search & Rescue	Xicat	Ar
Clock Tower 3	Capcom	AA
Club Football	Codemasters	Sp
Coaster Works 2	Xicat	Str
Conflict: Desert Sabre	SCi	AS
Crank The Weasel	Mldway	P
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Cubix Showdown	3DO	M
Curse: The Eye of Isis	Wanadoo	AA
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dark Chronicle	Sony	RPG
Dead to Rights	Sony	AA
Death Crimson	Sammy	AA
Delta Force	Nova Logic	FPS
Destruction Derby 4	Sony	R
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dog's Tale	Sony	P
Driver 3	Infogrames	R
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons Heroes	Infogrames	AA
Engalus	tbc	AA
Everquest	Sony	RPG
Evil Dead: Fistful of Boomstick	THQ	AA
Evolution Skateboarding	Konami	Sp
F1 Racing Championship	Ubi Soft	R
Falcone	Virgin	FPS
Face Off	Cryo	AA
Final Fantasy 10-2	Sony	RPG
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Freestyle: Metal X	Midway	Sp
Fugitive Hunter	Infogrames	AA
Full Throttle 2	Activision	RPG
Galidor	tbc	AA
Ghost Hunter	Sony	AA
Gladius	Activision	RPG
Good Cop, Bad Cop	Revolution	AA
Gremlins	LSP	P
GT Racing	Midas	R
Guilty Gear X2	Sammy	Bt
H2Overdrive	Ubi Soft	R
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Heaven and Hell	CDV	Sm
Hot Wheels	THQ	R
Ice Nine	Bam!	FPS
Ico 2	Sony	AA
Indy Racing League	Codemasters	R
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
K-Project	Sony	AA
Kengo 2: Bushido Master	Ubi Soft	AA
MLB Slugfest	Midway	Bt
Monster Rancher 3	Tecmo	AS
Music 3	Codemasters	Sm
Myst 3	Ubi Soft	Pz
My Street	Sony	Pz
NASCAR Thunder	EA	R
NBA 2k3	Infogrames	Sp
NFL 2k3	Infogrames	Sp
NHL 2k3	Infogrames	Sp
Nickelodeon Party Blast	Infogrames	Pz
Nobunaga's Ambition Online	Koei	Str
Okage: Shadow King	Sony	RPG
One Must Fall: Battlegrounds	tbc	Bt
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Project BG & E	Ubi Soft	AA
Red Dead Revolver	Capcom	S
Resident Evil Online	Capcom	AA
Resident Evil Survivor 4	Capcom	S
Richard Burns Rally	SCi	R
Risk	Infogrames	Pz
Robin Hood: Defender of the Crown	tbc	AA
RTX Red Rock	Activision	AA
Rubu Tribe	Interplay	AA
Rygar	Tacmo	Ar
Samurai Jack	Bam!	P
Savage Skies	LSP	FS
Sega Seabass Fishing Duel	Acclaim	Sp
Shaun Murry's Pro Wakeboarder	Activision	Sp
Shining Lore	Phantagram	RPG
Shoot to Kill	Codem'ters	FPS
Silent Hill 3	Konami	AA
Sim City 4	EA	S
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
SSX3	EA	R
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Starsky And Hutch	Empire	AA
Stung	tbc	AA
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Tales of Destiny 2	tbc	RPG
Terminator 3	Infogrames	AA
Templar	TDK	AA
Tennis Master Series	Vivendi	S
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Tribes 2: Aerial Assault	Vivendi	AA
True Crime	Activision	AA
Twisted Metal Online	Sony	S
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Infogrames	Pz
White Fear	Vivendi	AA
Wizardry	Ubi Soft	RPG
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA
Xenosaga	Sony	RPG
Zapper	Infogrames	S

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

from the makers of PSM2

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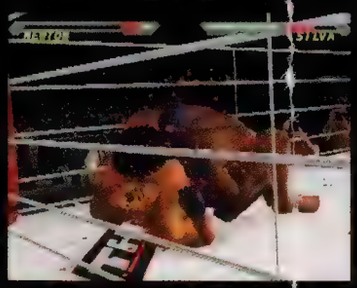
KICKS VILLE: Your prime directive is to either get a submission (or 'tapout'), or knock your opponent senseless.

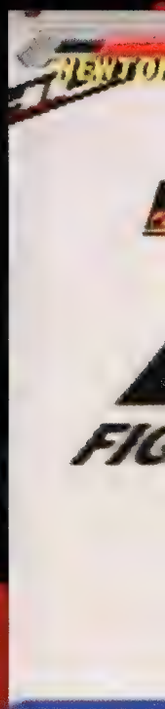
CARESSED IN PEACE: Most fights end up in gruesome clinches. One fighter eventually besting the other.

BANANADRAMA: Pride fans show their love by waving yellow inflatable rods above their heads. Of course.

ISN'T HE GLOVELY: Pride fighter's gloves are tiny, protecting your hands rather than your opponent.



BLOOD ON THE MAN'S FLOOR: Blood can be splashed on the canvas and even on the camera lens.



"THIS IS AS CLOSE TO TWO-BLOKES-ACTUALLY-TRYING-TO-KILL-EACH-OTHER THAT YOU CAN SEE ANYWHERE"

HARD OF HERRING: American Heath Herring has a different haircut in every bout. Doesn't stop him from getting his ass kicked though.

"BOSH! FIGHTING! GRR! LOCK UP YOUR ASS- COS IT'S MINE!

IT'S TRAINING MEN: A training mode lets you get to grips with your choice of combatant, safe in the knowledge that they won't fight back.

PRIDE FC:

THE MOST VIOLENT SPORT IN THE WORLD™

ADAM AND THE PANTS: Like two gigantic muscular babies, Wanderlei Silva and Carlos Newton try to rip each others head off. Bless.

Now this sort of thing might possibly pass for slightly scary in the 'tough' world of WWE, but if you ever hear a **Pride fighter** utter the words above you'd best arm yourself – because these men will not only take possession of said ass, but quite possibly put it in hospital. For good.

IT'S A WANDER-FUL-LE: The fighters likenesses are by and large spot on. And helpfully have their names written on their shirts...

Pride is the toughest combat sport in the world. Boxing? For sissies. Wrestling? A pantomime. Ultimate Fighting Championship? Bent. OK, not strictly 'bent', but if we tell you that UFC's rules run to four sides of A4 and Pride's are one sentence ("no eye-gouging, no groin shots") you'll get the idea.

This is as close to two-blokes-actually-trying-to-kill-each-other that you can see anywhere in the world. Obscenely popular in Japan, the sport is now up to its 23rd multi-match bout, which took place recently at the Tokyo Dome. We were

Heath Herring "The Destroyer" Wrestling/Muay Thai
While apparently having the same nickname as a type of battleship, this flashy American got carved up reversal nice at Pride 23. How do you like them apples? Huh? HUH!?

ROBE TO GLORY: Pride has all the pomp and circumstance of WWE.

SUBMISSION CONTROL: You can't bend people's fingers back, mind.

JABBA THE CUT: *Pride* the game's a bit short on the facial mutilation of the real thing.

GRIM 'N' BEAR IT: Nobuhiko Takada's lost most of his fights to date - still, nice steely face.

Emelianenko Fedor "White Russian" Wrestling
A mild-mannered Ukrainian who builds his muscles working on his farm. That and an exercise regime that would kill anyone normal. What he lacks in facial expressions he makes up for in violence.

HUGGY BARE: While it may look as though these two are enjoying a lovely cuddle, they're really not the best of friends.

there and have got the blood and sweat-spattered T-shirt to prove it.

The fighters are allowed to do whatever they want – a rule made all the more scary by the fact that each are expert in their own particular fighting art. Some are kickboxers, tired of the Japan-centric K1 kickboxing league. Some are wrestlers (there's a seemingly never-ending supply of ex-Japan Pro Wrestling fighters-turned-Pride fighters). Some are judo masters, karate experts, boxers, etc. Anything really does go, and by 'go', we mean 'go' directly from 'ring' to 'intensive care'.

Ever wanted to see what would happen if a world-class wrestler took on a karate expert? OK, there you go... fight! Judo versus kickboxing? No problem... fight! Boxing versus wrestling? Bring it on! And all presented with the big-screen 'n' fireworks showmanship you'd normally see at a WWE fight. It's this mis-match of arts, spectacle and the lack of rules that makes Pride so unique – and frighteningly watchable.

Take for example the recent fight between Heath Herring and Emelianenko Fedor. A real America versus Russia clash in the mould of Rocky versus Drago. In stomps Herring all swagger, Stetson and leather coat accompanied by Steve Earle's 'Copperhead Row'. Then came humble Fedor to the restrained strains of (cough) the 'Russian national anthem'. One so full of himself he may well explode, the other, for all his size and lack of hair, quite a decent looking bloke.

And what happened? Heath Herring got absolutely pasted. After a storm of punches and kicks in the early rounds, the match ended with Fedor sat on Herring's chest/back, repeatedly punching him in the face/neck. So brutal was the match that a fight later on had to be paused momentarily because they were slipping about in Herring's blood...

Other fights that same evening featured the twisting of limbs beyond breaking point (Don Frye will never play the cello again) and brutality beyond comprehension (Wanderlei Silva almost *beheaded* Hiromitsu Kanehara with a kick that looked for all the world like he was taking a penalty, and Antonio Rodrigo Nogueira pretty much *strangled* Semmy Schilt to death – with his ankles).

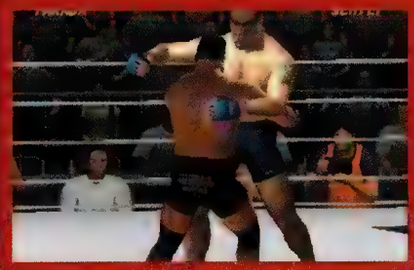
If you're not repulsed by raw, naked violence we recommend you check it out. Just don't eat too much squid beforehand.

"THE LACK OF RULES MAKES PRIDE UNIQUE AND FRIGHTENINGLY WATCHABLE"

HOW TO FIGHT: PRIDE STYLE

If you're more familiar with *Tekken* or *Smackdown*, ol' *Pride* may take a bit of getting used to.

First, butter up your opponent with a few kicks and punches about the head. If you're playing as a kickboxer or as a karate expert you'll pack quite a bit more power, so keep it up for as long as possible.



Wrestlers will have more success once they manage to get their opponents into a grapple. Combination button presses when up close will induce the familiar WWE-style 'cuddle of death'.

From there it's down to the mat with both players trying to get the better of the other. Judo fighters will have most success trying for an ungodly leg or arm hold, sending that stamina bar plummeting.

Kickboxers should do their utmost to get back on their feet and start kicking again as soon as possible after they've been floored, as their mat skills are greatly inferior to that of the big men.

But if you're into your Muay Thai you may prefer the old fashioned method of a swift reversal, getting on top of your opponent and repeatedly punching them in the face. Ah, the magic...

PRIDE FC: THE GAME

Tekken 4 Versus *WWE Smackdown! Shut Your Mouth*. Ready? Fight!

At first play two things are obvious with *Pride FC*. Firstly that it bears more than a slight resemblance to the *UFC* game that did the rounds not so long ago – the two are by the same Japanese developer, Anchor Inc. Secondly that it shares much of the presentation whizzbangery of the *WWE Smackdowns* – both are published by THQ after all.

The thinking at THQ seems to be that "if two blokes are hitting each other, we want the videogame of it". And *Pride* is sufficiently different to any other fighting game to warrant interest from gamers.

You may think you're at the controls of a wrestling game, with plenty of pins, holds and throws on offer, but the control system of two punches and two kicks across the ⊗, ○, □ and △ buttons is pure *Tekken*.

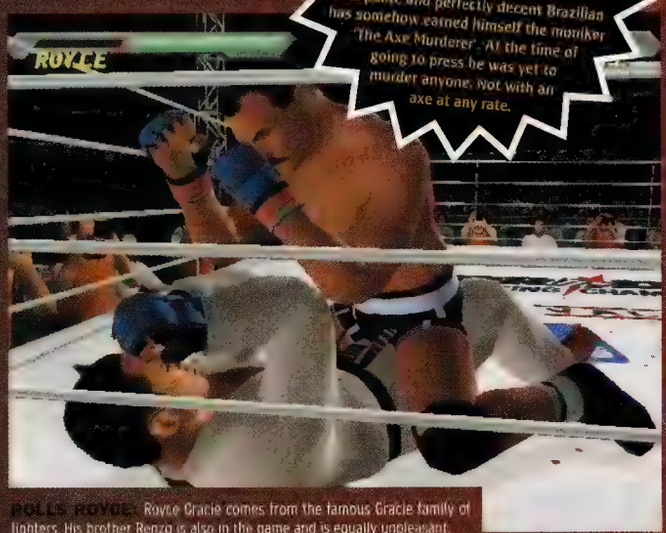
Yes, like the sport itself, *Pride FC* the game is an unlikely mix of grappling and punching. Play the distance game and you can kick and punch your opponent to defeat, get up close and you can be pinned and beaten to death, or have your limbs bent in inventive new directions.

Simple combinations of buttons (⊗ and □ together, △ and ○ together) will effect grapples. Also, in the event of your being the unfortunate one with a 190 pound sweaty man sat on your chest, the same combinations may enable you to perform a swift reversal, allowing you to give him a taster of his own medicine. ▸

STAREWAY TO HEAVEN: The fighters face off at the start of each fight.

Vanderlei Sliva "The Axe Murderer" Muay Thai

This polite and perfectly decent Brazilian has somehow earned himself the moniker 'The Axe Murderer'. At the time of going to press he was yet to murder anyone. Not with an axe at any rate.



ROLLS ROYCE: Royce Gracie comes from the famous Gracie family of fighters. His brother Renzo is also in the game and is equally unpleasant.

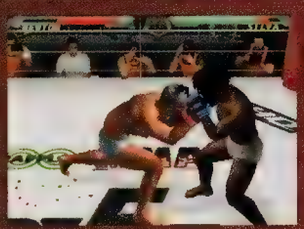
MICHAEL WINNER: Each fight's winner parades their victory, while the loser is left to weep like a baby in his corner.

"LIKE THE SPORT ITSELF, PRIDE FC THE GAME IS AN UNLIKELY MIX OF GRAPPLING AND PUNCHING"

JULIAN ROPE: Pin him on the ropes then move in for a tasty grapple. Follow this up with a thorough beating and you're a winner.

Antonio Rodrigo Nogueira "Minotauro" Brazilian Jiu Jitsu

Stay away from Brazil. The whole place is rife with Pride fighters. And here's another one. Tony is the current world champ. Three words: Do. Not. Mess.



SEMMY AUTOMATIC: Semmy Schilt's awesome kick length means that many fighters just can't get close to him.

SMACKDOWN! 5

What? Already?!

While discussing *Pride* with us recently, THQ fight guru James Flaharty – the man responsible for making sure their fighting games literally 'kick ass' – couldn't help letting us know more than we really should about the upcoming *Smackdown! 5*. We simply couldn't keep it all to ourselves, so here's the highlights of his revelations:

BETTER GAMEPLAY!
Goes without saying, this one. More fluid moves, more natural looking animations and better transitions between moves are promised in the new version. Where previously your opponent would magically appear in the middle of the ring allowing you kick their ass off, you'll now have to drag them into position first.

And you can kiss goodbye to fighters performing completely out of character moves. Move sets will now be totally founded in reality. Just like the rest of the 'sport' then...

MORE ENVIRONMENTS!
You wanted a lot more backstage stuff and fights in 'interesting places'. And you got it. And there'll be a lot more destructible scenery to bosh your meat through too.

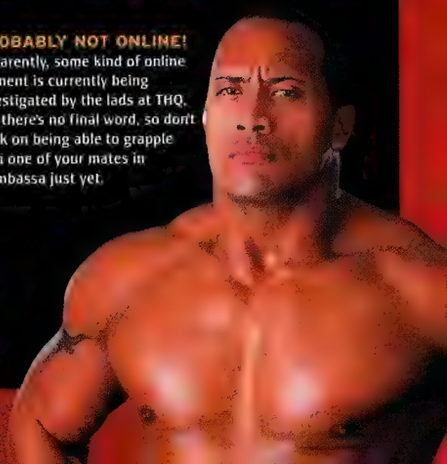
NEW SUBMISSION MOVES!
Wrestling has evolved and there's now more ways than ever to inflict terrible pain on your opponent. The new *Smackdown!* reflects this with some new highly unsanitary submission holds, giving the game more strategy as you go for specific moves and potentially have them reversed on you.

And escaping from these holds will rely on button tapping and your stamina bar – the better you're feeling and the harder you tap, the more likely you will be to escape.

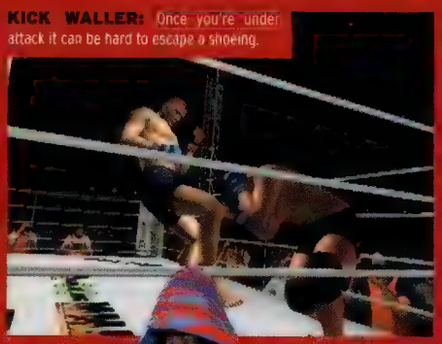
MORE DIVAS!
James tells us the Divas are going to be playing a much bigger role in upcoming WWE shows. So they're going to be 'bigger' and 'more important' in the game too. The implication is that there'll be a little more 'T&A' in the game – but nothing like the groundbreaking jazz in the likes of *BMX XXX*.

MORE REWARDS!
Now you can earn money as you play and spend that on 'stuff' in the game! Imagine it, being able to own a garage full of Harleys and a fridge full of spandex! Pointless, but good fun nonetheless.

PROBABLY NOT ONLINE!
Apparently, some kind of online element is currently being investigated by the lads at THQ, but there's no final word, so don't bank on being able to grapple with one of your mates in Mombassa just yet.



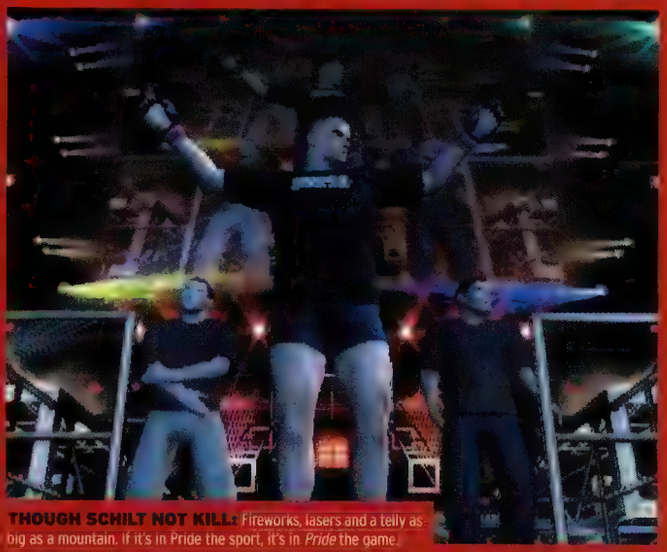
NUTTING CREW: Attention has been lavished on all the fighters' trademark tattoos and scars. Lovely.



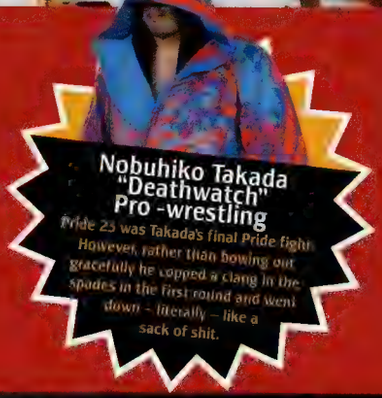
KICK WALLER: Once you're under attack it can be hard to escape a shoeing.

HAIRY HILL: Heath Herring finally catches up with his barber.

OLD CHOKE'S HOME: Lots of Pride fighters are retired ex-wrestlers.



THOUGH SCHILT NOT KILL: Fireworks, lasers and a telly as big as a mountain. If it's in Pride the sport, it's in *Pride* the game.



Nobuhiko Takada "Deathwatch" Pro-wrestling

Pride 25 was Takada's final Pride fight. However, rather than bowing out gracefully he copped a clang in the spades in the first round and went down – literally – like a sack of shit.

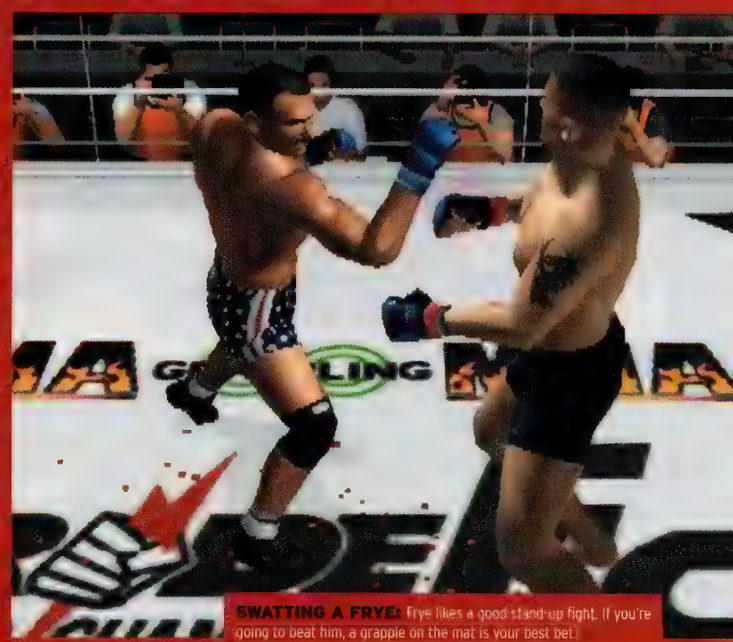
▶ A wrestling-style two bar power gauge is used, with one bar showing your stamina, the other more conventionally showing your strength. Should the Health bar hit rock bottom then it's game over. A diminishing Stamina bar, however, will affect the speed and power of your punches. Wasting your strength missing your opponent means that when you do make contact you could be little more than tickling him.

A loss of stamina also weakens the mind of your fighter making him more susceptible to wussing out and submitting during painful holds – a process known as 'tapping out' in the business. The more you throw your weight around and the more you're thrown around the more stamina you use up. Fortunately, playing the waiting game by running and hiding from your opponent (or simply gaining the advantage and resting a while sat atop their sweating head) will slowly cause your stamina to increase. Once you've got your strength up, you can go on the offensive once more.

"IT'S AN INTRIGUING COMBINATION OF FIGHT STYLES, AND CURRENTLY ONLY THE CONSERVATIVE USE OF BLOOD IN THE GAME IS UPSETTING US"

It's an intriguing combination of fight styles, and currently only the conservative use of blood – it's there purely as a token nod to the sport's violent nature – in the game is upsetting us. Considering the real sport features more red stuff than a direct hit on a ketchup factory with a missile full of cranberries it's a bit of a shame that in *Pride FC*, you get to see little more than a few specks on the mat and occasionally on the camera lens. As for facial damage (as featured to a superb degree in the excellent *Rocky*) we'll just have to wait until *Pride 2*.

However, coming from the same publishers and sharing the same Executive Producer as *WWE Smackdown!* (THQ and James Flaharty), we're sure the finished product won't be unleashed until it's looking deadly. PSM2



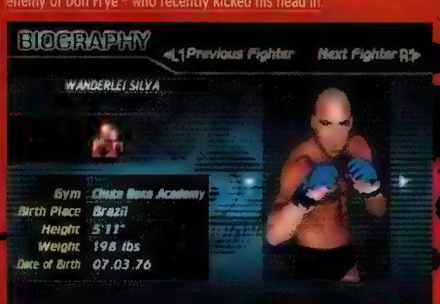
SWATTING A FRYE: Frye likes a good stand-up fight. If you're going to beat him, a grapple on the mat is your best bet.

KICK TURPIN: A combo of kicks, punches and grapples will see you through. Rely too heavily on one discipline and you're dead meat.

Semmy Schilt "Hightower" Pancrase

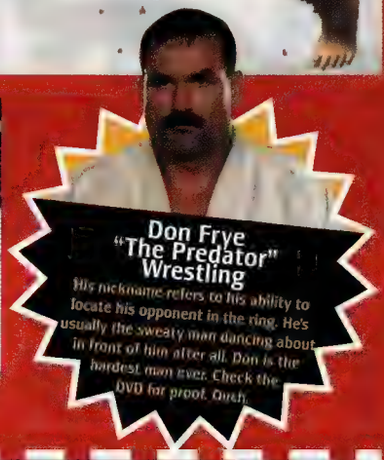
He's 6ft 10. And he's called 'Hightower'. Not exactly the most creative nickname, is it? How about a bit of irony. What about 'Shortarse'? Heh heh heh. Though don't say it to his face. Obviously.

KEN YOU BELIEVE IT: Ex-WWE wrestler Shamrock is the arch enemy of Don Frye – who recently kicked his head in.



NAKED PUNCH: The blood effects are a little too subtle for our liking. Bring it on!

PUNCHEON VOUCHER: Once Don Frye sits on your chest there's no escape. Please avoid at all costs.



Don Frye
"The Predator"
Wrestling

His nickname refers to his ability to locate his opponent in the ring. He's usually the sweaty man dancing about in front of him after all. Don is the hardest man ever. Check the DVD for proof. Ouch.

BUILD-YOUR-OWN WWE SMACKDOWN 5!

Ever played *Smackdown!* and wished it had more headbands in it?

You're reading PSM2. This is the magazine that came up with the name *SSX Tricky*. We sent your ideas to Rockstar and had a load blatantly 'used' in *Grand Theft Auto: Vice City*. Our very own Dan Dawkins was even asked personally by EA to "make *FIFA 2002* good". Which he did.

We suggested avalanches in *SSX3* (watch this space) and pitched the idea of an EA Big 'Street Football' game (doubtless coming soon). So games-wise, we, and our readers, know what's what. And we want you to help make the next *Smackdown!*

So what do you reckon should be in *Smackdown! 5*? Collectable stretchy pants? Scalpings? The ability to run for parliament? What do you hate about *Smackdown*? What do you want to see more of? YOU HAVE THE POWER! Simply fill in the form below and we'll pass it on to the developers Yukes. And, as a special bonus, the reader that comes up with the best ideas will get the first UK copy of the game when it's released.

Get scribbling, grapple nuts!

***Smackdown! 5* y'say? Make sure you put this in it!**

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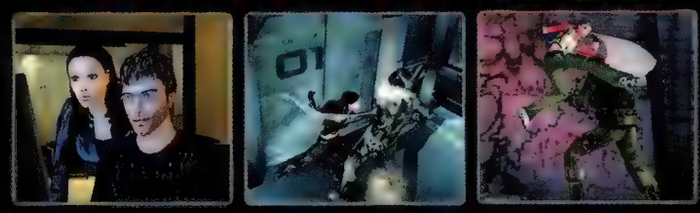

PlayStation.2 XBOX

RADICAL SIERRA

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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

AH, SPRING – WHEN A YOUNG MAN'S THOUGHTS TURN TO LOVE.

Yes, it's nearly Valentine's day, traditionally the time software publishers foster romance by releasing games so rubbish you're practically *forced* to go out and kiss girls instead. Take last year's efforts: *Evil Twin*? A remote second best to holding hands on a moonlit stroll, we trust you'll agree. *Magix Music Maker*? Pah – those famously camp cops don't exactly strike the right tone as visual accompaniment to a Cheddary sonnet.

However – this year's slightly different. With a bagful of games we still haven't completed since the Christmas bloat, and more pouring in daily, there's scant time for us to whisper sweet nothings into each other's ears, let alone construct an elaborate mound of flower petals for our loved ones. Normally, we'd associate hearts with lovingly-daubed home-made cards, filled with sugary couplets – this year, we're simply ripping them, still beating, out of Sub-Zero's frosty chest.

Still, there's hope. This month, we welcome yet another addition to the burgeoning hand-holding genre started by *Metal Gear* and *Ico*. Except that this time, you're not taking a moonlit stroll through a flooding oil rig or enchanted pixie castle – you're sauntering through the smouldering remains of an earthquake-stricken city. Sharing umbrellas, helping people up ladders, complimenting them on their freshly-looted outfit – it's the perfect end to a romantic evening. Let's just hope your loved ones see it that way, eh?

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

JONATHAN BRYANT

- **SPECIALIST IN:** Cheesecake, sleeping, duvets
- **HAVING FUN WITH:** Clone Wars, Wild Arms 3

Jonnie 'And Clyde' once bought his loved one a gat for her birthday – then they spent an autumnal evening taking potshots at empty Smirnoff bottles. Absolutely true.

DANIEL DAWKINS

- **SPECIALIST IN:** Fresh spring mornings, ginger biscuits
- **HAVING FUN WITH:** Dead To Rights

With a bag of Cadbury's Giant Buttons for sustenance and a skateboard for a horse, the Welsh Casanova barely goes a day without a scraped shin or a peck on the cheek from a pretty lady

MARCUS HAWKINS

- **SPECIALIST IN:** Wildlife, royalty
- **HAVING FUN WITH:** Mammals and fighting

If you were a zookeeper and Marcus were answering questions on Blind Date, he'd be an ass-splaying baboon. No, wait! A mighty elk. No, a dolphin. Hang on, he's got a list somewhere. .

DANIEL GRIFFITHS

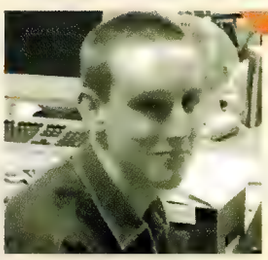
- **SPECIALIST IN:** Drinking sherry in the bath
- **HAVING FUN WITH:** Bubble wrap

'Mr Lover' Dan could use his silky, silver words to woo the pearls off wealthy dowagers. Instead, he puts them in the mouths of aspiring boyband Bare-Faced Chic. He'll be rich one day…

RYAN BUTT

- **SPECIALIST IN:** The smell of freedom. And wet leather
- **HAVING FUN WITH:** SOS, Contra: Shattered Soldier

Dismissing romantic Refreshers, or 'Lovehearts' as simply 'vulgar', Ryan spends the chilly February evenings chiselling saucy haikus into Werthers' Originals with a tiny scalpel.



JAMES WHITE

- **SPECIALIST IN:** Crepe Suzettes
- **HAVING FUN WITH:** A fresh-hewn pumpkin

Occasionally reviewing films as a sideline to his Erotic Cake business, what James doesn't know about moulding nobbly areola from sugar and eggs hardly bears thinking about.

MARTIN KITTS

- **SPECIALIST IN:** Fruit with his meat
- **HAVING FUN WITH:** Mortal Kombat

Look at the sultry stare. The pursed lips. The fires of smouldering passion deep within his eyes. Martin wants to plant you a love meadow, and he's not taking no for an answer.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch. .

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›THE DEFINITIVE VERDICT

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest, and arguably greatest, invention yet...
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING

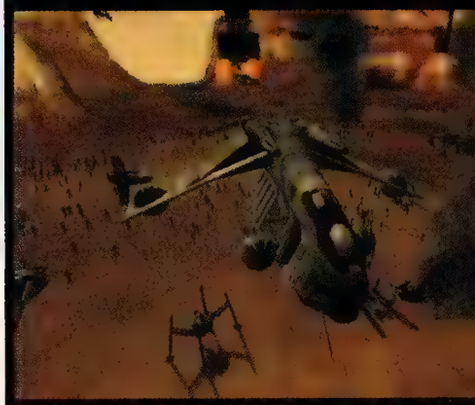
THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS



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OUT UK now

STAR WARS: THE CLONE WARS

"IT'S PRACTICALLY AN APOLOGETIC TAG-LINE ON THE END OF EPISODE 2"

STAR WARS: THE CLONE WARS

"THE CRITICALLY BALD MACE WINDU"

Set the gene sequences to max and bring in the clones. We're at WAR!

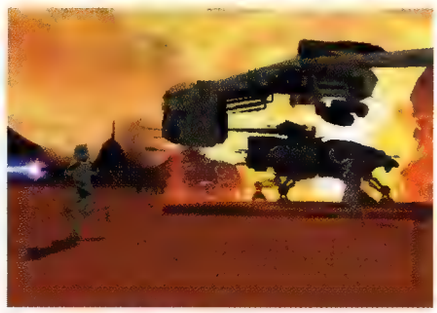
REVIEWER: Jonnie Bryant

So, tell us, how did they manage to get Jango's DNA off him? What was it? A handful of hair follicles? A mouth swab? A jam jar, a back room on Coruscant and a well worn copy of Playbot? Whatever the process, be thankful that the clone army was born, otherwise there'd be no one to deal with those evil, evil separatists and their mechanised minions.

Which is where you step into the fray. Initially controlling the critically bald Mace Windu, you're called upon to defend the interests of the Republic across six planetscapes. Unarmed, you say? Alone? On foot? No, no and yes – sort of. During the course of the game you can pilot four pieces of hardware from the Star Wars known universe, as well as a couple of extras specifically designed for the game. And yes, you do get to hotfoot it as well.

On paper it sounds like a daring combination of gameplay styles – a cross pollination of third-person action adventure and combat sim in the vein of *Starfighter*. But have LucasArts and Pandemic pulled the blend off perfectly, or are we looking at something that's a little more Emmenthal than Dairylea?

Well the holes are a long time coming but, truth is, they do start to appear as the coders' dreams fall sadly behind their ability to bang out those noughts and ones. The sections where you pilot the Republic scout tank, in our opinion, are definitely the strongest by far. The visuals are solid, the handling is convincing – right down to the feedback you receive whenever you clang yourself into enemy units – and the weapon set is diverse enough to allow for a good variation in strategy. Find yourself facing a rolling Hellfire droid, then you'll be borrowing heavily from your stock of missiles. Get cornered by droids on STAPs (Single Trooper Aerial Platforms) and your blasters will suffice. Then, if things get really frantic, there's always the option of calling your two loyal wingmen – turret buddies, perhaps? – into play using the D-pad command system. It's with this last feature that the real test of your battling skills comes into play, as simultaneously issuing commands, circle strafing and switching between weapons throws the scrapheap challenge into overdrive. Which is all well and good right up to the point when Mace leaps out of the tank and goes it alone.



SLOW IN THE DARK: What you can't tell from these tasteful screens is just how jittery the framerate gets at times.

"MACE'S LIGHTSABER SKILLS ARE NOTHING TO WRITE HOME ABOUT, AND THE WAVES OF ENEMIES ARE LITTLE MORE THAN LUMBERING DRONES"

WINDY SHITTY

After the good looking intensity of the tank battles, the third-person stuff comes as a right shocker. Mace's animations are rough, his lightsaber skills nothing to write home about and the waves of enemies – while impressive in number – are little more than lumbering drones set to 'attack'. Thankfully, these moments are short-lived and usually only act as interludes before you get back to the core concern of piloting the heavy artillery. ▶

ROCKET CALCULATOR: Banging out the missiles is grinworthy, especially when you take down something this big.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** LucasArts/Pandemic
- **PUBLISHER** Activision
- **GAME TYPE** Action Strategy
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- Over seven attack vehicles to pilot including the Scout Tank, AT-XT Assault Walker, Republic Gunship, Speeder Bike and a creature called a Maru. Plus, you can scramble through certain sections on foot.
- 16 single-player missions spread over six worlds ranging in environment from the arid Geonosis to the chilly Rhen Var.
- The ability to order squads while battling using four D-pad triggered commands; Break, Attack, Defend and Regroup.
- Four multiplayer modes that cover both co-op and head-to-head.

Star Wars: The Clone Wars © 2002 LucasArts Entertainment Company LLC. All rights reserved. Used under authorisation. LucasArts and the LucasArts logo are trademarks of LucasArts

WITH HAIL AND I: One factor that conveys a real sense of being in a battle zone is the amount of laser fire that peppers the sky.

IMPACT POINT

Now this is a great level. First pilot the scout tank to a downed troop carrier. Protect it against attackers, then drive an AT-ST-styled walker to blow up a fuel dump.

▶ The Republic Gunship probably ranks next in interest. Cruising above valleys filled with warring troops while nuking landing craft out of the sky *is* all very *Starfighter*, but *Starfighter* at its most mental. Unlike the tank, this aerial vehicle comes with three weapon systems that dish out the lumps with conviction – although the tactical lasers look very disco as they waggle across the land locking on to targets. Then, just when you're starting to get into the whole Apocalypse Now air attack vibe, the game switches planets and you're stuffed on to the seat of a very average speeder bike chase through the junkyards of Raxus Prime.

It's indicative of how poorly all the different sections hang together. One minute you're Mace Windu and grinning, the next Obi Wan and snivelling into your Rolf Harris beard. There's a vague plot giving some structure to the action, but it's practically an apologetic tag-line on the end of Episode 2. Plus, the fluctuation in level quality means your desire to keep playing is always undercut by the dread that the next section might not be worth the effort.

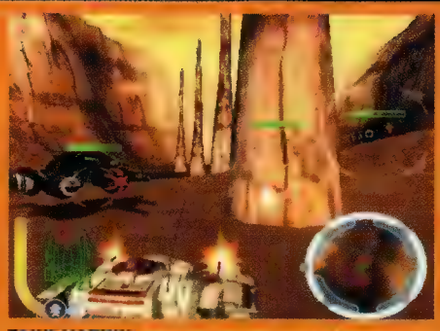
"ONE MINUTE YOU'RE MACE WINDU, THE NEXT OBI WAN AND SNIVELLING INTO YOUR BEARD"

Another feature that's solidly lodged itself in our nasal cavity is how long some of the missions actually last. This isn't really a problem if you're playing the game on the easiest difficulty setting, to be honest, but come a cropper after a good ten minutes play and the restart is eye-wateringly harsh. Screw up the same mission twice, and the incentive to continue playing shrinks to Yoda-like proportions.

BUDDY LOVE

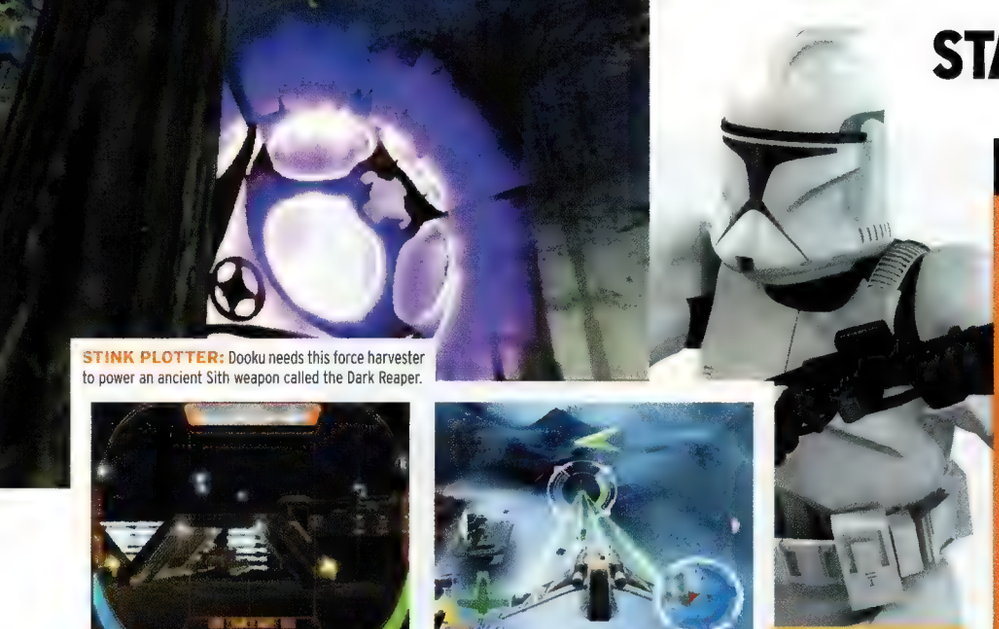
The wealth of two-player games does something to alleviate the pain with the

SWORD IN THE CLONE



TANK MARVIN:

BEAM MACHINE:



STINK PLOTTER: Dooku needs this force harvester to power an ancient Sith weapon called the Dark Reaper.

PEEKED CAP: Vehicles have a zoom facility although the action's so intense it's next to useless.

DISCO CLEAVER: The Gunship's lasers conjure up nasty images of Dan on the dancefloor.

HOOP SCOOP: Hellfire droids are relentless and require a good number of missiles before they fracture.

inclusion of some serviceable deathmatch and co-op challenges. However, this section's secret weapon has to be the Conquest mode which adds another dimension to your previous tactical troubles. The object with this is to occupy and defend outposts until they build gun turrets to protect themselves without your help. Once claiming back territory from an entrenched enemy. What we *wanted* was a playable version of the battle for Hoth. What we've got is a complete mixed bag of levels, some implausible boss battles, a Ewan McGregor sound-a-like that out-camps Anthony Daniels, and an uninspired plot about Dooku searching for an ancient force

"AND YET IT'LL STILL SHIFT A DECENT NUMBER OF COPIES THANKS TO GULLIBLE FANS"

you've created a toehold within the arena, it's time to advance on a mate who's probably working desperately to do exactly the same thing.

In fact, we would have actually liked to see a bit more of this style of play in the single-player. A game that just stuck with the heavier units, gave you a few more troops to command and saw you harvester... A force-frickin'-harvester?! (Must compose self, must not let this descend into another rant about the slow erosion of the Star Wars Universe...)

Things do improve as the game passes its midway point, with the later levels seeming more solidly put together – piloting a Republic walker is

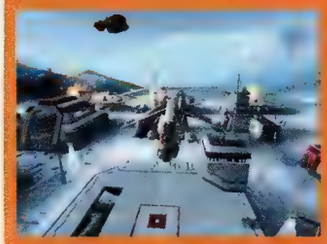
BOMB BAY MIX: To Pandemic's credit, escort missions like this one are few and far between.

LEAD-TO-HEAD: Conquest in the multiplayer's fine as long as you don't opt for a highly detailed arena.

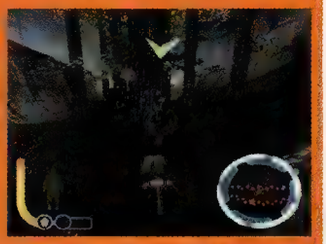
THE UNCLONE WARRIOR

FOOTIE FLAN:

MOUNT RUSH MORE:



FLY ME A QUIVER: The Republic Gunship is



LEAF IT OUT:

BIKER ROVE: Another dip in quality arrives

TANKS AGAIN:

definitely a plus. But it's still not enough to shift the lingering smell of the earlier levels.

A few years ago, Pandemic created a game called *Battlezone* for the PC. It was critically acclaimed but didn't do the numbers once it finally dropped onto the shelves – a real bloody shame. With *Clone Wars*, at the moment we're reckoning the complete opposite will be true. On PS2 it's not going to break above the mid 70s, and yet it'll still shift a decent number of copies thanks to gullible fans wanting to re-live the battle frenzies of the latest film.

Needless to say, we're betting there'll be a lot of folk crawling under their Star Wars duvets and shedding tears of disappointment before the end of the month. **PSM2**

On the shelves now tearing death rays and Battle Engine Aquila *and Defender*

INSIGHT

So, let's get this right, You're fighting alongside proto storm troopers, yeah? How does that work, then? Well, the conversation between Dooku and Darth Sidious at the end of Episode 2 is a dead giveaway. See, Palpatine/Sidious has effectively nurtured the cosmetic threat of the separatists as an excuse to build a whacking great clone army and turn the Republic into (da-da-da-ta-dada-ta-dadad) THE EMPIRE!

GRAND MOFF'S CHOICE

1 **BATTLE ENGINE AQUILA**
Vast sci-fi battle zones with the only traces of slowdown turning up in the multiplayer.

2 **DEFENDER**
Excellent reworking of the arcade classic with enough features to make it seem sparky all over again.

3 **STAR WARS: THE CLONE WARS**
A shameless tie-in, with a few passable moments, but generally messy.

PSM2 VERDICT

GAMEPLAY
+ The tank and gunship levels are the strongest by far.
- The on-foot sections are a ramble in shakey land.

GRAPHICS
+ Can't be matched for the number of units on-screen.
- The framerate's a real sickener throughout.

SOUND
+ As ever, John Williams' orchestration perfectly sets the scene.
- The sound-a-likes are rubbish.

LIFESPAN
+ There are hidden sub-missions on every level.
- Hit a few poor missions and the desire to continue gets clipped.

OVERALL
A scramble of different levels and vehicles, and varying levels of quality that hang together as effectively as a coat of spaghetti.

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RIPPED GENES

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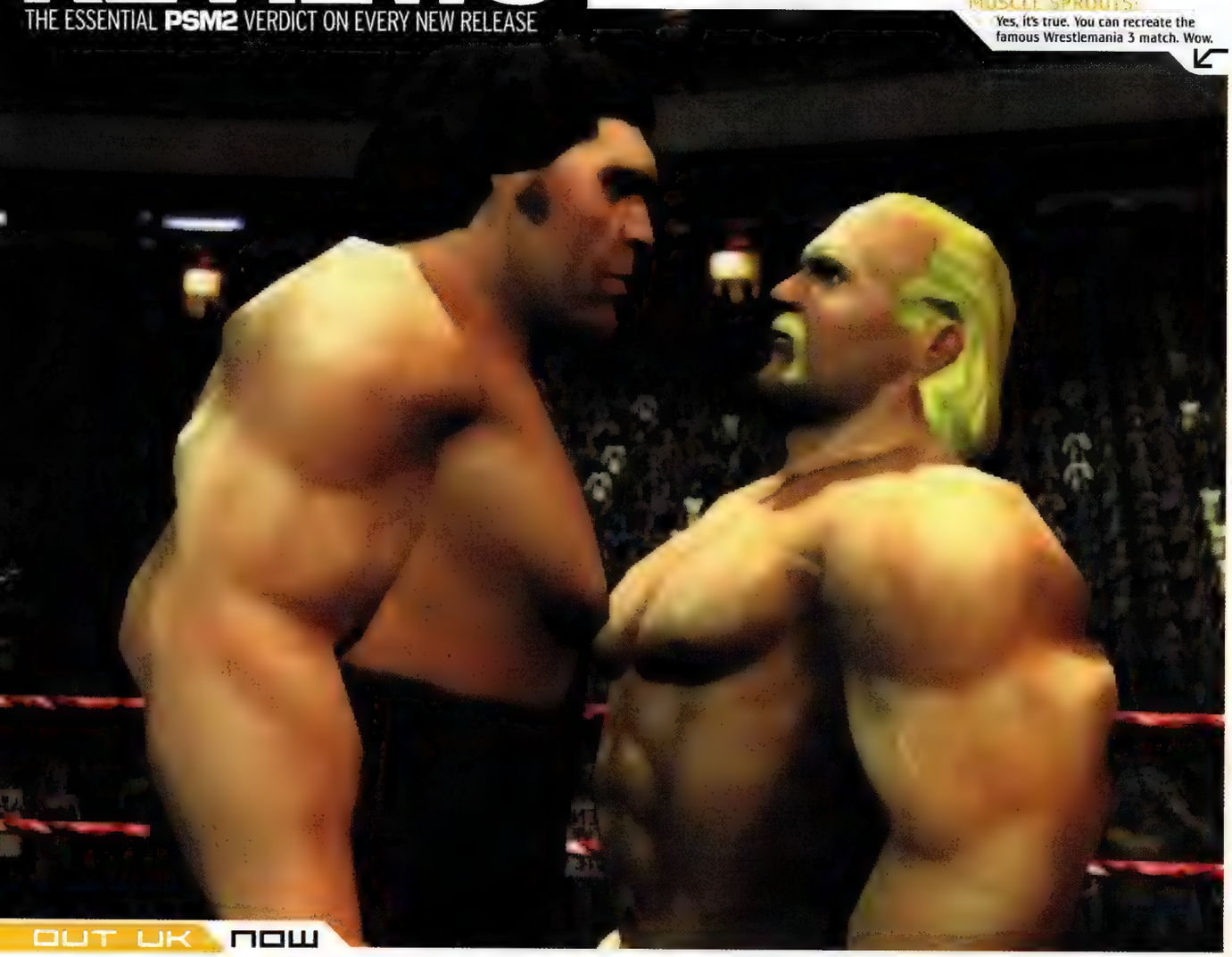


MUSCLE SPROUTS: Yes, it's true. You can recreate the famous Wrestlemania 3 match. Wow.

OUT UK now

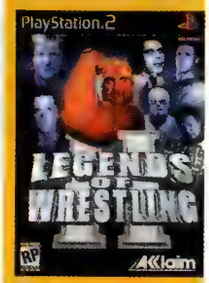
LEGENDS OF WRESTLING 2

Long-dead wrestlers creakily powerslam wrinkly, retired ones. Only a bit more exciting than that.

REVIEWER: Tom Mayo

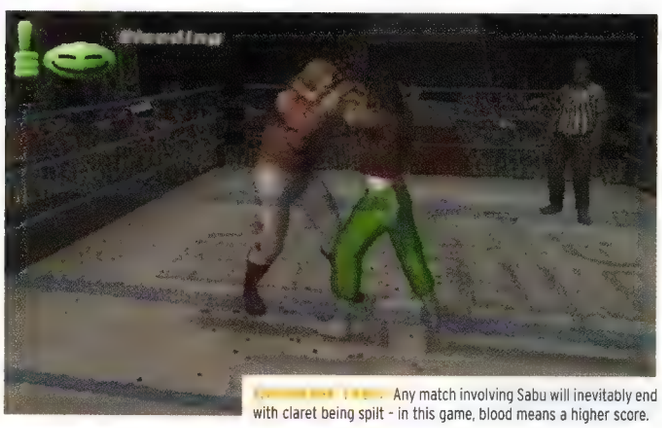
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Acclaim Salt Lake City
- **PUBLISHER** Acclaim
- **GAME TYPE** Wrestling
- **PRICE** £39.99
- **ESSENTIALS** 1-4 players, DualShock 2, Memory Card, MultiTap



DETAILS

- More than 65 wrestlers from over 50 years of the business' history.
- All-new entrance music written by Jimmy 'Mouth of the South' Hart, who's also a character in the game.
- Loads of interviews with some of the top names in the business, including Terry Funk, Jimmy 'Superfly' Snuka, Hulk Hogan and more.
- New match types and an expanded Create-a-Legend system.



Any match involving Sabu will inevitably end with claret being spilt - in this game, blood means a higher score.

***Legends of Wrestling 2* has a hell of a task ahead of it. In theory, the wrestling market is huge, almost absurdly so, with nothing else gluing our colonial cousins to the gogglebox like nice a bit o' rasslin'. THQ's official, licensed *Smackdown!* games have pretty much sewn it all up, however – what to do?**

Hey, what about scraping together all the old, retired wrestling duffers and bunging them in one game? That'd be genius, right? Perhaps. The first game got battered quite soundly around the ring on release, but with the follow-up, Acclaim have the chance to make amends. On paper, *LoW2* is actually rather impressive. It has the choice of more than 65 wrestlers, a Career mode, reams of DVD content (ie, interviews), and a control system that makes much more of an effort to replicate the genuinely fluid improvisational nature of pro wrestling. However, on paper, the Titanic was a brilliant idea, too.

Taking it as read that you have at least a passing interest in wrestling itself, if you're reading a review of a wrestling game, then the roster could potentially make you rather excited. Because when they said 'legends', they weren't kidding. Sure, there are some notable exceptions, but there are also dozens of top class grapplers from yester-year who helped shape the industry back in the early days, here. Not to mention the four plucky Brits, much beloved of Saturday tea-time telly; Big Daddy, Giant Haystacks, Kendo Nagasaki and Mick McManus. It's all very nostalgic, right up until you try to have a match with any of them.

Wrestling, contrary to popular belief, isn't fake. It's rigged, yes, but not fake. They know who's going to win, they just don't know *how* they're going to win it, and the action is rarely choreographed to any great extent. Each athlete will constantly have to think on his feet to keep the match flowing, and above all, exciting for the fans. The control system in *LoW2*, called ISP, struggles valiantly to mimic this flexibility. To execute a move, you have to first lock up with

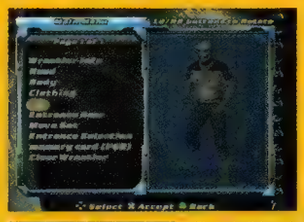
"WHAT ABOUT SCRAPING TOGETHER ALL THE RETIRED DUFFERS AND BUNGING THEM IN ONE GAME?"

I AM LEGEND!

Some legends are born, and some legends are made – in most cases, made to look like berks by giggling gamers the world over. We decry such immature foolishness and create, for your pleasure, a Legend to rival them all! Well, OK, perhaps he could do with a tweak or two, but he does a fine job of illustrating just what you can do with *Legends of Wrestling 2*'s Create-a-Wrestler engine. Surprisingly, in ways it's even more flexible than *Smackdown!*'s.

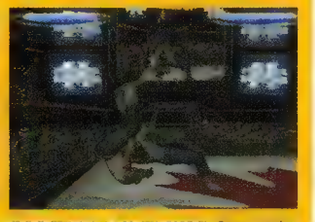
NAME: Being able to create your nickname and title your finishing move is ace.

ATTRIBUTES AS MUD: The abilities are a bit vague-sounding, but each affect performance.



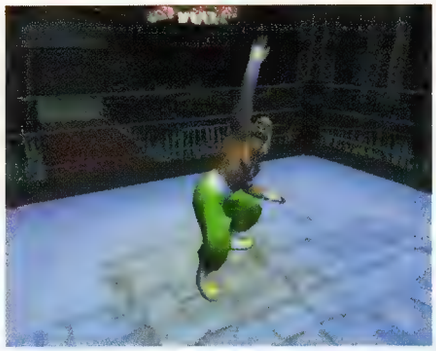
CLOTHES MAKETH: The skull-faced, casually-dressed wrestling blonde, in this case.

BUST A MOVE: The window automatically shows you exactly what each move looks like.

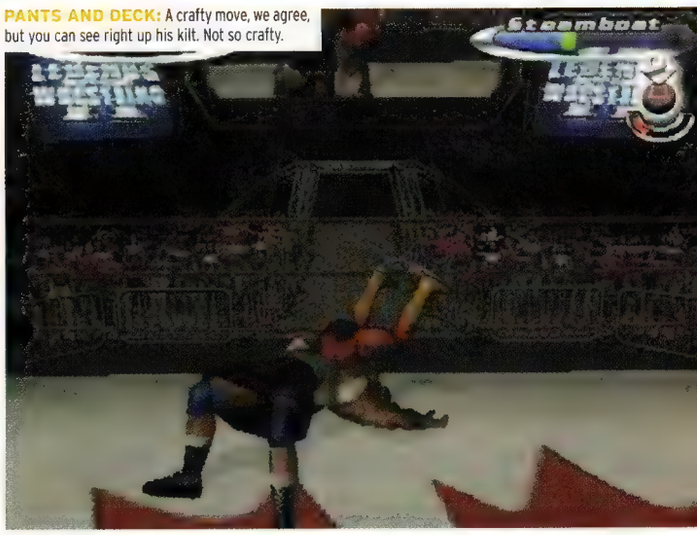


LORD OF THE RING: Once you've finished, put him through his paces to spot flaws.

STUDD MUFFIN: Sabu has an incredibly painful looking move that starts like a Pedigree and ends as a Piledriver. In the game, at least.



WEIRD DEFIANCE: No, he's not seen a superhero zooming overhead - this is crazy Sabu's signature salute/taunt.



PANTS AND DECK: A crafty move, we agree, but you can see right up his kilt. Not so crafty.

"LOW2 HAS GONE FOR A CARTOONY STYLE. WRESTLING IS ALMOST LIKE A BIZARRE, COLOURFUL COMIC STRIP, SO IT WORKS WELL ON THAT LEVEL"

your opponent, and then get them into one of four 'ready' positions. You then have further options on how to finish the move, depending on your whim. However, they equally have a chance to counter your move, by keeping a sharp eye on the marker that whizzes across a yellow bar at the top of the screen.

The *Smackdown!* games lack a visual indicator of the window of time you can counter in, and indeed even how much damage you've taken during the course of a match, which admittedly conforms to its generally realistic aesthetic, but can get frustrating. It's undeniably an innovative system, but it's implemented so darn awkwardly it saps enjoyment of the game like a Fun Leech. Crucially, it's just not intuitive, and you can't pick up a pad and join in a game without struggling.

As an antidote to the aforementioned *Smackdown!* brand's heavy emphasis on realism, *LoW2* has gone for a fairly cartoony style, which could actually be more appealing. Wrestling is, in itself, almost like a bizarre, colourful comic strip acted out in a ring, so it works well on that level. The crowd are a different story, though. They're shamelessly 2D, with roughly four frames of animation and they're grainier than a sandpaper sandwich. Pitiful. Entrance videos, too, are awkwardly pixellated and consist of a very short animation, looped ad infinitum. On the plus side, when Ricky 'The Dragon' Streamboat strides in, he gets right up there and breathes fire. Likewise, George 'The Animal' Steele actually starts eating the corner turnbuckle – those are the kind of touches we like to see.

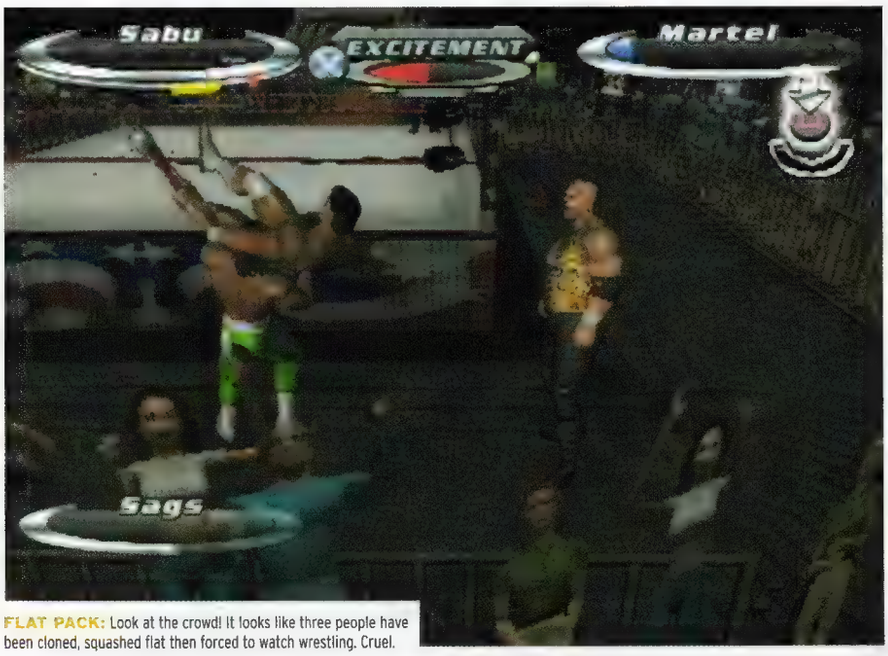
Perhaps stung by the criticism of the woeful Create-a-Legend mode in the previous game, this new version has significantly more options. Unfortunately, that's still a lot less than *Smackdown!*, but hey – sometimes it could get frankly overwhelming. The move list, too, can't compete, but interestingly a large proportion of the moves in there are missing from THQ's rival game. The motion capture is, arguably, as good as any other wrestling game you could name, and the moves look suitably painful.

LoW2 is a plucky underdog in the world of wrestling games, but ultimately it's one that's destined for mid-card jobbing (ie, routinely losing) to other, far more sophisticated titles. **PSM2**

Legends of Wrestling 2 has pile-drived into the shops already

INSIGHT

- Despite the 'legend' tag, many of the muscle men in this game are still very much active and wrestling. Scott Steiner was recently signed by the WWE, while the loony Sabu is still going strong (despite his best attempts to cripple himself).
- Legendary comedian Andy Kaufman is an unlockable wrestler here, in tribute to his obsession with the business and his feud with Jerry 'The King' Lawler, as chronicled in Man on the Moon.



FLAT PACK: Look at the crowd! It looks like three people have been cloned, squashed flat then forced to watch wrestling. Cruel.

HOGAN'S CHOICE

1. **WWE SMACKDOWN: SHUT YOUR MOUTH** Flawed, but scarily detailed, grapple-em up with an obscene amount of CAW options.
2. **LEGENDS OF WRESTLING 2** A great one for nostalgic wrestling fans, despite fiddly controls.
3. **LEGENDS OF WRESTLING** Pretty much just like the sequel, only with less of everything.

PSM2 VERDICT

GAMEPLAY
+ A combo system that actually works reasonable well.
- It's tricky to get the hang of, and isn't remotely instinctive.

GRAPHICS
+ The cartoony look is refreshing, but...
- The wrestlers look too much like over-inflated balloons.

SOUND
+ Thumps, cracks, smacks and crunches all present and correct.
- Standard rebellious rock nonsense, and no commentary.

LIFESPAN
+ About seven hours of bish-bosh thumpery.
- More a game to play in sporadic spurts than continuously.

OVERALL
Hardcore wrestling fans will find a lot to be pleased about, for a bit, but everyone else should ponder carefully before shelling out.

68

HULKING

Dear Santa

thankyou very much for my playstation 2. But all my friends still kick my arse at tekken, what i'd really like now is EXTRA THUMBS.

love darren

aged 26

BETTER THAN EXTRA THUMBS!

IMPROVE YOUR GAMING WITH OFFICIAL PLAYSTATION 2 MAGAZINE

10 PLAYABLE DEMOS. OUT 24TH JANUARY.

PlayStation 2 OFFICIAL MAGAZINE-UK

MORTAL KOMBAT DEADLY ALLIANCE

PRIMAL

OUT UK now

CONTRA: SHATTERED SOLDIER

Contra-ry to what you heard last month, we now declare old-school's out, forever!

REVIEWER: Ryan Butt

Some games embrace you, take you by the hand and lead you on a gentle journey into their universe. *Contra* hates you, wants to eat your children and will send you spiralling into a rage so intense it's bordering on full-on insanity.

The game is hard, you see. Not just mildly so. In fact, not even teeth-grindingly, shout-at-the-screen so. No, *Contra* is sooo hard it's almost comically so. Maybe this kind of stuff was acceptable in arcades, where you could unleash your fury by beating the cabinet with your satchel and doing a runner, but this is our own personal property at stake and with *Contra* around, we seriously fear for its safety.

Right, venomous rant out of the way, the game is typically old-school and thus oh-so-simple – run through levels shooting loads of stuff. Admittedly, it's very free flowing with only occasional breaks for plot development. A typical example of the fluidity is when our hero finishes a downhill snow chase, only to leap, somersault and cling to a set of monkey bars in order to carry on through the level and face off against one of the ridiculously-armed boss machines.

With up to four different boss confrontations per level, this game is nails, yet even when you actually complete it, you get no satisfaction from doing so – you just want to go out into the street and punch someone. We're sorry to be fuelling the parliamentary flames that all games are evil, but *Contra* is pure, unadulterated rage in a box.

"WHEN YOU COMPLETE IT, YOU JUST WANT TO GO OUT INTO THE STREET AND PUNCH SOMEONE"

But gradually you'll learn what weapon is most effective for beating each boss and what speck of screen is safe to stand in to evade their varied forms of attack. Piece each bit of knowledge together and you'll be able to beat every level with the minimum amount of stress, ultimately leading to two trains of thought – (a) what were you getting so het-up about, and (b) why you wasted money on this guff. **PSM2**

Contra should be out around now.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami
- **PUBLISHER** Konami Europe
- **GAME TYPE** Shoot-em-up
- **PRICE** £32.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

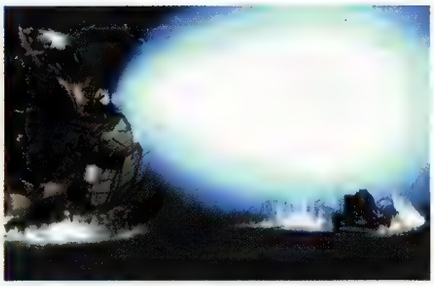
DETAILS

- Two-player simultaneous play.
- Two difficulty levels.
- Seven levels.
- Three weapons to switch between – plasma rifle, flame-thrower and a kick-ass grenade launcher.

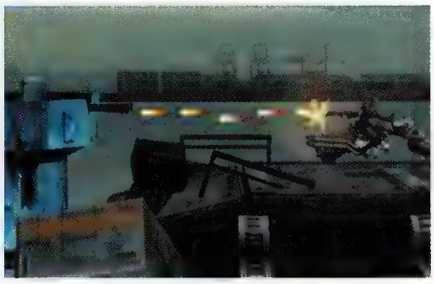
INSIGHT

By completing the game on the 'Normal' difficulty setting with an 'S' rank, you'll unlock untold bonuses. But, seeing as this is almost impossible, press ↑, ↑, ↓, ↓, ◻, ◻, ◻, ◻, L3, R3 on controller two at the title screen for an additional 30 lives to try it with.

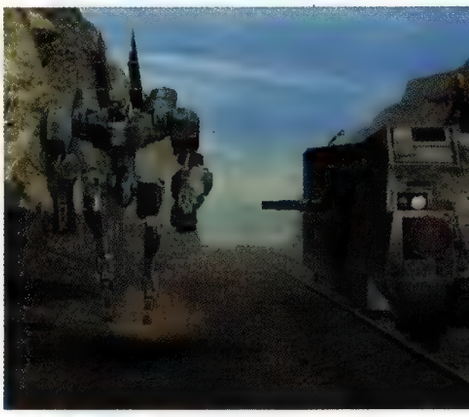
BEEF EXEC: From missile launching robots to scampi fried heads spewing gore, bosses don't come weirder than this lot.



POP SWITCH: Discovering which speck of screen to stay in is essential if you are to stand any chance of surviving these bad-asses.



LOCK BACK IN ANGER: By pressing ◻, you can lock your weapon to fire in a set direction - handy in chase situations like this.



SIDE BY SNIDE: This Jehuty-like boss just doesn't know when to mech-off and will attack from all angles before finally dying.

PROBOTECTOR'S CHOICE

1. **TIMESPLITTERS 2:** This is the level which all shoot-em-ups should currently be at.
2. **CONTRA: SHATTERED SOLDIER:** OK, it's a tad dustier than Ollie Reed's tankard, but at least it's better than...
3. **GRADIUS 3 & 4:** Another bad decision by Konami to keep a link to the past. We do like retro. But only if it's good.

PSM2 VERDICT

GAMEPLAY
+ Simple, satisfying alien annihilation...
- ... That will send your blood-pressure through the roof.

GRAPHICS
+ Excellent, suitably grotesque bosses.
- The main characters and levels are a bit crap.

SOUND
+ Effective badda-boom gun noises.
- Hideous whining guitars.

LIFESPAN
+ Well, you'll not complete it in a day.
- You may well smash the disc before too long.

OVERALL
OK, it's a 'classic', but then so was *Warlords Of Atlantis* – and you wouldn't pay top whack to watch that now, would you?

52

SHATTERED

TOON BUGGY: The cutscenes are all old skool anime in appearance, which is a bit cheap.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Media Vision
- **PUBLISHER** Ubi Soft
- **GAME TYPE** RPG
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- 12 inventions called Tools that allow you to interact with the dungeon locations.
- A soothing minigame set in a garden. Short of Heal Berries? Simply pop down the allotment and get harvesting.

OUT UK 31ST JANUARY

WILD ARMS 3

Say hello to Ubi Soft's pistol-packing mama and her gang of drifters.

REVIEWER: Jonathan Bryant

Dusty ponchos and Ennio Morricone whistles. Treacherous baddies that check the time on their pocket watches before showdowns. Ghost towns hidden in deep canyons where nobody wants to know your name... If there's a Western influence at work with *Wild Arms 3*, it's definitely of the spaghetti variety.

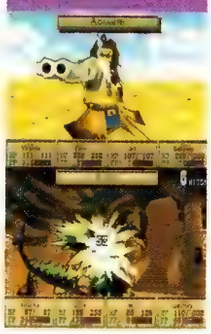
But, sombrero fans, don't set your hopes too high. This isn't an interactive version of A Fistful of Dollars, rather an alternate reality more in the vein of Wild Wild West – only minus the crotchless Kenneth Branagh and piss poor script. As a result, instead of stage coaches and moonshine, expect mechanical racheros that act as save points, Mayan ziggurats riddled with treasure and summonable monstrosities that wouldn't look out of place in any of the *Final Fantasies*. Speaking of which, unlike Square's epic tales of flying ships and demigod avatars, *Wild Arms* has always offered an alternative by putting the onus solidly on gadgets and guns.

Each of your four party members – introduced in four sections in an hour long prelude – come gun-wise and carrying up to three Tools that affect the environment in different

"IF THERE'S A WESTERN INFLUENCE AT WORK WITH WILD ARMS 3, IT'S DEFINITELY OF THE SPAGHETTI VARIETY"

IMPACT POINT

ARMS aren't prolific, but they do have a great deal of scope as far as upgrades go. Visit an ARMSmith and you can tweak your weapon. Here we've concentrated on Critical Hits.



SUMMON TO LOVE: One of your first tasks is to awaken four elemental guardians who then fight alongside you.

HEX ON LEGS: Everyone gets access to Arcane spells, although some characters are more magical than others.

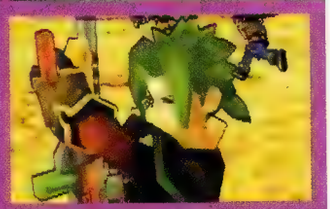
BUM AND BUMMER: This is the hilariously-named Janus Cascade who's out to beat your team to all the treasure.

24 DOUR PARTY PEOPLE

Your fantastic four may not have the facial mobility of the *FF10* crew, and their back stories are sketchy at best, but you do get drawn into the microcosm of their internal and external conflicts. It's also refreshing to have a hopeful female lead rather than the dazed and confused teenage boy we usually have to empathise with in these games.

GALLOWS CARADINE:

VIRGINIA MAXWELL:



CLIVE WINSLETT:

JET ENDURO:

INSIGHT

There are several contenders for the prize of wildest arms ever – Magnus Pike, Kate Bush, Animal from the Muppets – but the current holder of the title has to be Channel 4 Racing's own John McCririck who recently clocked an incredible 369 gesticulations per minute.

"IT'S A MUCH MORE FRIVOLOUS, BUTTON BASHY APPROACH TO THE GENRE"

ways. So, for example, you might find yourself facing a locked door flanked by two unlit candles. All you need to do then is switch to Virginia, as she's the one that can flick flames from her cuffs, ignite the wicks and (click) it's open sesame. Dungeons may start off with rudimentary puzzles like this but, as your crew obtain more Tools, finding your way to the exit becomes increasingly difficult.

The second device that radically alters how you approach this RPG is the radar-like search system. Unlike all other role players nothing is marked on the world map, leaving you to pick up clues from villagers and then wander about tapping ◎ until something registers on screen. It starts off as a clever alternative to exploration, but soon gets on your wick as you end up continually bumping into wandering monsters – which is where the second big draw to *WA3* turns up.

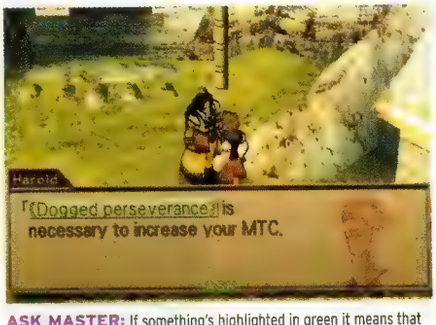
There are no blades for these boys and girls, just a selection of oversized pistols and rifles called ARMS – do ya see? – that you can upgrade until they each resemble Tomahawk missiles. Place this attractive weapon set against the more traditional assaults of guardian summoning – with spell and special item use as well – and you're looking at a complex combat system that'll perpetually have you fine tuning between encounters. Plus, these encounters are subtly different from the random battles we've come to know and loath in the past.

Whereas *Grandia 2* made monster aversion obvious by putting the critters on-screen, *WA3* turns up with a sort of halfway house. If an exclamation mark appears above your character while wandering, you can avoid monster contact by quickly tapping ◎. Do this too many times, however, and your encounter gauge will finally run dry, forcing you back to fighting anyone and everyone again.

On face value, all of this may just add up to variations on a theme, but at least with *Wild Arms* you're receiving a more hands-on, arcadey taste of RPG. And, while the imposing menus are still there for the dedicated, it's a much more frivolous, button bashy approach to the genre. Oh, and the fact that no villages get torched at any point in the proceedings instantly earns it an extra 10% as far as we're concerned. **PSM2**

Buckling its chaps and getting wicky wicky wild this very month

SPLASH CRISIS: The guardians, like Aqua Wisp here, look impressive but are quite weak to start with.



ASK MASTER: If something's highlighted in green it means that you can find out more info on the subject by press ing ◎.

CID'S CHOICE

1. **FINAL FANTASY 10** Brilliant right up until the final twist which we could see resolved in the sequel.
2. **KINGDOM HEARTS** A hybrid that single-handedly makes Disney characters cool once again.
3. **WILD ARMS 3** Filled with charm and smartness, but a late runner that's been out-distanced by everything above.

PSM2 VERDICT

GAMEPLAY
+ Lots of gadgets interlinked with some tasty, realtime puzzles.
- The random search system soon becomes tiresome.

GRAPHICS
+ The cel shading and Western design creates something unique.
- Little emotion as a result of deadpan character faces.

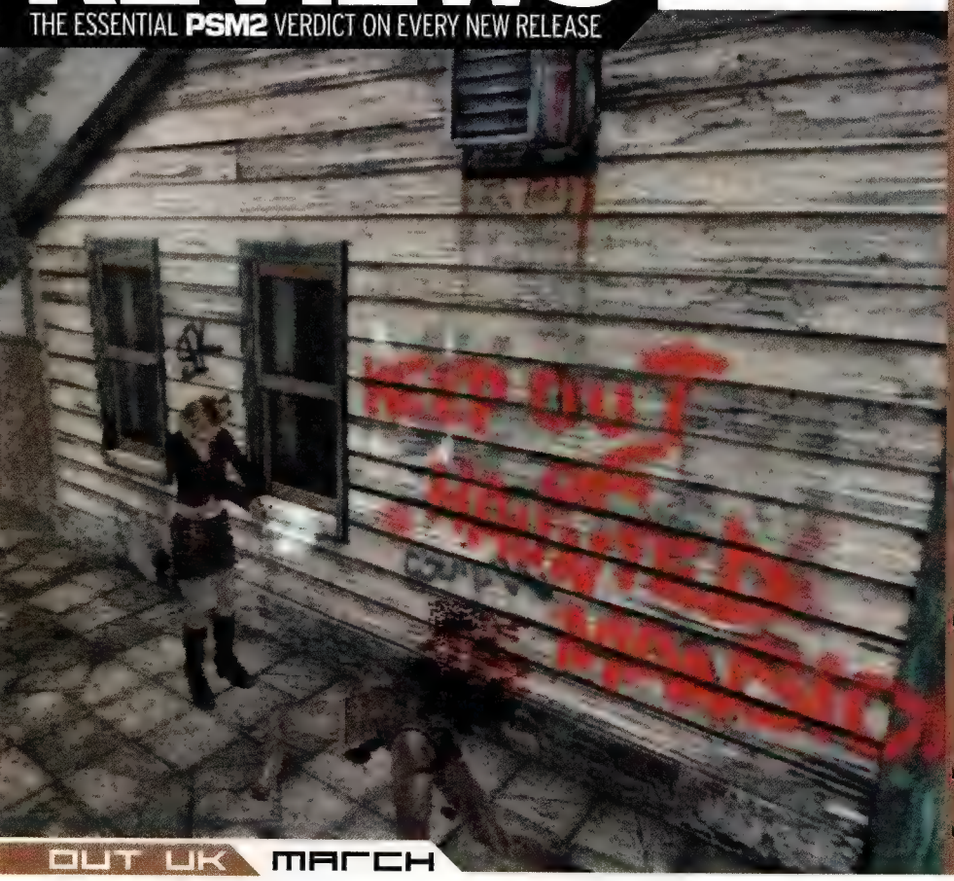
SOUND
+ The soundtrack's straight out of a spaghetti western.
- Beyond gun retorts there's little effects to speak of

LIFESPAN
+ It's an RPG. It'll eat your life if you get into it.
- The search system is a low that might persuade you quit.

OVERALL
Surprisingly non-plodding and punchy for a role player, but shallow on plot and frustrating as soon as you hit the world map.

71

ARMFUL



INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** One player, DualShock 2, Memory Card

DETAILS

- A whole new scenario called 'Born From A Wish' featuring Maria as a playable character with new areas to explore, designed to tie-up loose ends in the plot.
- A whole new alternate ending sequence featuring UFOs.
- The original *Silent Hill 2* game in all its entirety.

SQUASHER WOMAN: Poor Maria only gets to brandish two weapons in her new scenario – a pistol and a rather tasty meat cleaver.

MINI SNOOPER: Watching Maria strut around in her tight, mock leopard-skin skirt is strangely arousing, in a Kat Slater sort of way. Urr!

OUT UK MARCH

SILENT HILL 2: THE DIRECTORS CUT

Everything finally slots into place. Or does it? Events take an entirely new twist in Satansville...

REVIEWER: Ryan Butt

***Silent Hill*? We've been there, survived the ordeal, bought the T-shirt and slept with the light on and a waterproof sheet over our mattresses as a result. What possible reason could there be to force us back to Hell Town, USA? Simple, the *Director's Cut* – a straight port of the Xbox version of the game designed to tie-up the loose ends of an eerie plot that unravelled at such an alarming rate it was hard to keep up with before.**

Of course, the beauty of *Silent Hill 2* back then was never in the face value horror it presented – OK, it was unnerving, and at times it was even deeply sinister, but it was never exactly terrifying. No, the real beauty was in the story that cut much deeper than the mindless, Hollywood-style hokum favoured by gorier survival horror games like *Resident Evil*. It was a story which wasn't apparent, a story which was very much open to interpretation and a story which rivals the Kennedy assassination for the number of theories attached.

Silent Hill 2: Director's Cut keeps everything you know so far in place, but tosses in a plot hand-grenade in the form of a new scenario, 'Born From A Wish', in which you play as Maria. The purpose of this plot developer is to shed more light on Maria's actions – why her behaviour towards James varies to such a degree that mere PMT alone is not a viable excuse and why she came to be in Silent Hill in the first place (you may think the title of her scenario alone is a major give-away, but we can tell you it isn't, or possibly isn't, as clear cut as that.)

"A STORY WHICH RIVALS THE KENNEDY ASSASSINATION FOR SHEER NUMBER OF DIFFERENT THEORIES ATTACHED..."

Admittedly, her minigame is short – at least it is if you know what you're doing, because confusion and disorientation can add hours to your playing time. It starts off in the Heaven's Night bar, stretches across town to the Baldwin Mansion, before sauntering over to the Blue Creek Apartments. On her travels, she'll 'meet' a new character called Ernest, and it's he who will inform Maria of her reason for being there. If you've never played *SH2* and opt to play this new mode first (although the game advises you against it) you'll be hopelessly bemused, but for fans it adds yet another twist.

Reason enough to buy it? If you already own *SH2*, there's little value to be gleaned from this update, but for fans still posting plot theories on the Internet forums, the inner call to trade in the old and buy the new will surely be too irresistible not to obey. **PSM2**

Add the Easter Bunny to the growing list of road kill. SH2: Director's Cut is out this March

INSIGHT

- To get the new ending, you must complete both the scenarios once and then start a new game in the 'Letter From Silent Hill' from your completed save. Pick up the Blue Gem in the opening toilet scene and then use it in the Alternate Brook Haven Hospital's garden, the dock (before you get on the boat), and lastly room 312 in the Lakeview Hotel. Using it in room 312 will end the game and the new ending will begin.

JACOB'S CHOICE

1. **SILENT HILL 2: DIRECTOR'S CUT** At last, everything becomes clear... as mud. Sheds new light on the plot, but you'll need your wits about you to bask in it.
2. **SILENT HILL 2** A triumph of twisted story telling, but *SH2:DC* should take preference.
3. **RESIDENT EVIL CODE: VERONICA X** More action, but lacks suspense.

PSM2 VERDICT

GAMEPLAY
+ Tense, unnerving and utterly thought-provoking.
- Perhaps too much wandering, not enough action.

GRAPHICS
+ Magnificently shot to convey an unrivalled sense of drama.
- Some of the camera angles can hamper your progress.

SOUND
+ Twitch-inducing noises and hair-raising verbal emissions.
- Not as good as the PSone original.

LIFESPAN
+ The new scenario and ending prolongs the blissful torment.
- The whole thing is still disappointingly short.

OVERALL
The definitive *SH2* package, but its true value can only accurately be gauged in accordance to how 'into' the game you really are.

89

COMPLETE

OUT UK now

THE SIMPSONS SKATEBOARDING

Developed, you'll note, by The Code Monkeys. They clearly didn't have a thousand typewriters...

Hmm. Maybe we'll hand this one to Kent Brockman in the studio. Kent? "This just in: pain and humiliation." How droll. It's the real voice actor too – they all are. If it wasn't for every quote being repeated every 12 seconds, that'd be a good thing. As it is, it feels like the cast did their bit during tea breaks. And so, presumably, did the programmers.

Simpsons Skateboarding is terrible. Not terrible in a look-at-how-comically-basic-it-is way. Not terrible in a 20-minutes-of-fun-because-it's-The-Simpsons-way. Terrible in a way that makes you hate the executives that licensed it, the programmers that made it, and the idiot who sold the rights to EA. Given that it's a complete rip-off of *Tony Hawk's* – the mission structure's lifted from the collect-everything instalments – you'd expect it to be at least vaguely fun. It's barely even *playable*.

There's so little sense of contact or speed that it's impossible to gauge how high you're going to jump, let alone if you'll land. Yet it's freakishly easily to rack up points by alternating grinds around a bowl rim. The backgrounds look like they've been drawn by Ralph Wiggum, and the animation could've been bettered by Dr Nick. We had to play it enough to unlock all nine (nine!) characters – but you won't want to suffer that long. Let's hope Matt Groening takes more of an interest next time. Absolutely shameful. **PSM2**

Skateboarding is out now. Quelle Suprise

JUST D'OH IT: In the Springfield Elementary stage, you're treated to 'hilarious' Skinner-isms. Stop it. Stop it now.

INFO

- **DEVELOPER** The Code Monkeys
- **PUBLISHER** EA
- **GAME TYPE** Sports
- **PRICE** £39.99

PlayStation 2

DETAILS

- Freeskate, Skate Fest, Contest, Skillz School and H-O-R-S-E modes.
- Two-player head-to-head skate-off.

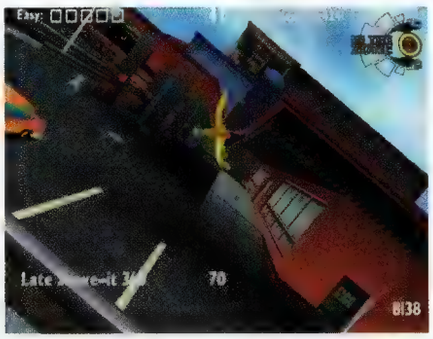
OVERALL

Worst. Game. Everrr. Nearly. For the love of God, don't ever let Electronic Arts make a Simpsons game again. Appalling.

09

D'OH

BART OF DARKNESS: Get 'In The Zone' and you can do a Special move that involves twirling the pad 360°. Not exactly precise.



MARGING IT: It's vaguely pleasant to see the host of extras – that's Barney's mum running off in the background.

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OUT UK 14TH FEBRUARY

MORTAL KOM DEADLY ALLIA

"THE MOVE INTO NOT JUST 3D GRAPHICS, BUT 3D GAMING, MEANS IT'S A VERY

MORTAL KOMBAT: DEADLY ALLIANCE

"BLOOD-SOAKED"

Resurrected! At last, it's come back to life – the game that stole the hearts and spines of a gaming generation...

WARM AS TOASTIE: Martin Kitts

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Fighting
- **PRICE** £39.99
- **EXTRAS** 2 Players, DualShock 2 Memory Card

DETAILS

- 25 fighters, including hidden ones.
- Three martial arts style per combatant.
- One fatality each.
- Around 600 unlockable items.
- 218 special 'missions'.

When a major game series kills off its biggest character in the opening cutscene, it's obvious we're in for some serious changes. Lou Diamond Phillips lookalike Liu Kang gets his neck snapped before he's even had a chance to throw a single punch, and from then on it's a very different kettle of *Kombat*.

The basic fighting system has changed considerably since the previous instalments. So much so that if you disregard the visual style and sound effects, it's hard to recognise that there's still a tiny bit of the old *Mortal Kombat* spirit at the heart of the game.

Compare it to the familiar 2D instalments, or even the polygon-powered *Mortal Kombat 4*, and it's clear that the designers have thrown out the majority of the gameplay mechanics that made *Mortal Kombat* the shallow-but-accessible fighting experience it always used to be. Pressing up or down on the D-pad now makes your character circle around the opponent, so it's impossible to crouch and wait for your opponent to walk into the old uppercut move that was one of the most distinctive things about all of the earlier games.

It was cheap, but it was undeniably *Mortal Kombat*. Without the ability to send your foe flying off the top of the screen as an alternative to developing real skill with the attack, defence, and special move systems, you're now forced to learn a good deal more of the detailed button combos before you have a chance of defeating the tougher boss enemies.

Mortal Kombat: Deadly Alliance's move into not just 3D graphics, but 3D gaming, means it's a very different proposition. The *Mortal Kombat* games were the first to introduce a dedicated block button as an alternative to the *Street Fighter* method of pressing away from an attack to trigger a defence move. And now it's also possible to perform *Soul Calibur*-style evasive manouevres, such as stepping around an attack to leave yourself in a position to launch a volley of blows on a vulnerable opponent.

STRETCH LIVES: Luckily Quan Chi is a trained chiropractor, so there's no risk at all in this technique. Perhaps.

Most of the characters have extra moves designed to exploit the additional dimension. A quick combo, or simply a tap of the new 'special move' facility on the R1 button can launch your fighter around the side of an opponent, simultaneously evading a lunge and initiating a counter-attack. Fights between skilled players can now resemble the balletic thrust and parry of, dare we say it, a 'proper' fighting game, and not just the blood-soaked, button-thumping mayhem of past *Mortal Kombats*.

Apart from the circling and strafing, the biggest new feature is the way you can switch fighting styles in the middle of a bout – or in the middle of a combo, if you're good enough. Each fighter has three distinctive styles, based on real martial arts techniques (although we've never heard of most of them). There are things like aikido, tae kwon do, tai chi, and Bruce Lee's jeet kune do, among the better known names; ▶

DUCK ROGERS: Sometimes, ducking around your opponent is the best way to avoid taking a hit that could remove half your health.

BAT:
NCE
DIFFERENT PROPOSITION"

LITTLEST ROBO: Cyrax might look like the alien from Predator, but underneath that suit he's just an ordinary bloke with a taste for violence.

FATAL ATTRACTION

"Finish him," mutters the spooky announcer, a request with which every character is more than happy to comply. Changing the fighting style to 'fatality' prevents mishaps, and from that moment, brain-ripping, neck-chopping death is only a D-pad combo away...

CADBURY ACHE:

PIECES OF FATE: You really don't want to know what he just

▶xing ji, fu jow pai, hung gar, and nan chuan, among the more obscure.

By tapping L1, you can switch between the three styles assigned to your character of choice. Two styles are standard kicking/punching/grappling martial arts, while the third makes some sort of weapon appear as if by magic in your fighter's hands – swords, knives, sticks, nunchukas or whatever.

The obvious use for this is to counter your opponent's style. For example, one technique might be good for fast, lightweight attacks, but against an opponent who has selected a stronger defensive mode, something with a better range of dizzying haymakers or unblockable throws might be a better choice.

Beyond that, there are 'style branch' combos that link moves from two or three different styles. Certain moves include a brief pause, during which you can switch styles, continue the combo, and then possibly switch styles a final time, inflicting huge damage. It's an impressive feature, which in theory could potentially add a new sheen of tactical gameplay to the proceedings. In practice,

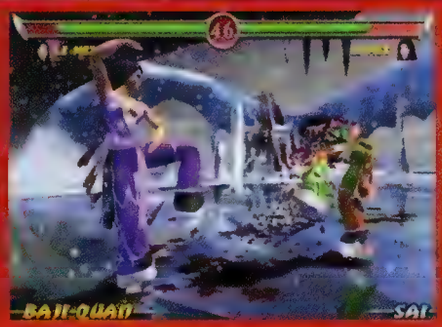
"YOUR MATES WILL BEAT YOU BY WHACKING YOU ROUND THE HEAD WITH A GIANT BLADE"

SLAP DANCING: Weapons, fireballs, and fancy martial arts moves are all very well, but sometimes a good slap is equally effective.

QUAN MORE TIME: Quan Chi demonstrates his own personal technique for dealing with rebellious Sonya. Have some more!

TASTE THE PAIN

Ram your sword straight into your opponent's guts and he's unlikely to stay around long enough to be able to take his revenge out on you. It has to be the most annoying thing about the game that we've found and because of it, unless you agree not to try it, two-player games can degenerate into a series of attempted stomach-spearings. Dull stuff really. The computer fighters are expert at blocking it, though.



JET KNEE: Li Mei's twin sai daggers are shoved clean through her alter-ego's kneecaps. This one really, really hurts.

TUMMY GUNN: Needless to say, this poor unfortunate won't last too much longer with that bit of metal sticking in his belly.

SPINAL MOVE: As soon as Scorpion lands, it's time to switch the fighting style to 'fatality' and start remembering that D-pad combo.

BACK ADDICT: Looks like Li Mei forgot the first rule of *Mortal Kombat*: Never turn your back on a rat like Quan Chi.

TONY STARE: Old favourites Kano and Johnny Cage return to resume their endless struggle against evil.

VOCAL SWORD: Some of the sword moves are way too powerful compared to the more difficult combos and specials.

DOPE ON A ROPE: In a daft reversal of Scorpion, Mavado uses ropes to twang himself towards you. It doesn't work that well.

it's actually quite fiddly, and makes things far more complicated than they need to be.

For starters, the move lists vary between each style. A button sequence that launches a combo in one style won't have any effect in another, and in the heat of a battle it's hard to tell which style you're in, without taking your eyes off the action to glance down at the indicator at the bottom of the screen. Even if you're aware that you're using, for instance, Scorpion's Hapkido style, remembering what's going to crop up the next time you press L1 – Ninja Sword or Pi Gua, anyone? – can be a tad problematic. And that's even without the hassle of memorising three completely different combo lists per character.

The weapon style is a law unto itself, and perhaps the main reason *Deadly Alliance* still suffers from the old *Mortal Kombat* problem of having more than its fair share of unbalanced moves – attacks that are so effective, button-mashing players don't need to learn anything else. Pick a character with some ▶

ICE GIRLS: This stage, like several others, has interactive elements. In this case, it's a set of smashable pillars of ice.

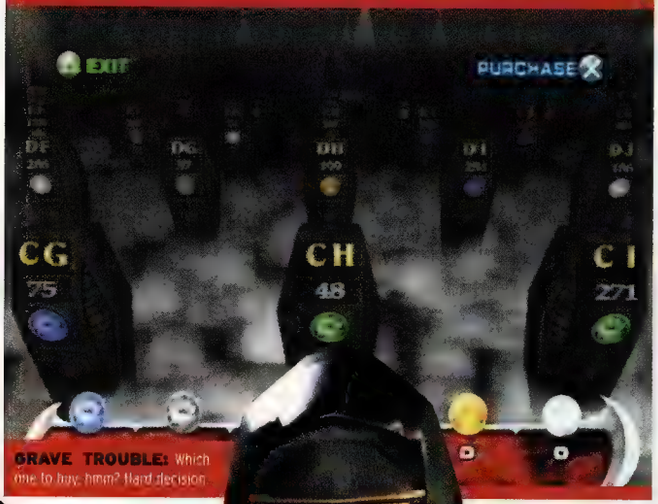
INSIGHT

Mortal Kombat's trademark 'fatalities' took videogame violence to a new level in the early '90s, selling thousands of arcade machines and millions of home console cartridges, and prompting Nintendo to censor the SNES version. It was the *GTA* of its day, being every bit as successful as Rockstar's franchise.

TALES FROM THE KRYPT

A total of 676 Koffins wait to be unlocked, in an overwhelming selection of bonus goodies. You'll find that some Koffins only contain hints about where to find something more interesting, or extra Koins to unlock other Koffins, but we estimate the number of actual bonus things to be close to 600. Kough.

PENNIES VAN OUTEN: Ten Koins won't get you very far. Other challenges, and the one-player mode, are more rewarding.



GRAVE TROUBLE: Which one to buy, hmm? Hard decision.

KANO BELIEVE IT/ Kano knows the aikido style of fighting, which is obviously more than just a way for old men to stay limber.

BURN THE OTHER CHEEK: Li Mei's decision to wear her shiny nylon jumpsuit was always going to end in tears (and the burns ward).

CHI'S ALL THAT: No matter what style you're in, special moves always work.

▶ heavy sword attacks, and by using only the basic moves it's possible to juggle your opponent almost from one side of the arena to the other, causing as much damage as any of the very difficult style branch combos.

With that kind of power at the disposal of more than half the available characters, there's no point learning the more subtle stuff. You could spend hours trying to pull off a ten-hit style branch combo, but your mates will beat you every time by whacking your character around the head with a giant blade. There's also one super-cheap move that robs a character of his weapon, but leaves it embedded in the body of his opponent. After that, you can just stay out of range until your enemy bleeds dry.

It's a shame the developers didn't look more closely at well-balanced games such as *Soul Calibur*, because *Deadly Alliance*'s in-depth combat system deserves better than to be spoiled by cynical tactics. The Konquest mode, a huge training mission that teaches everything from the basics to the biggest combos, reveals just how much has been packed into the game.

Starting with the easy stuff and working up, through the special fireballs and so on, to the biggest combos, Konquest mode is a much better way to explain how things work than the usual method of reading through a list of moves and trying them out on an inanimate dummy. There are ten sections per character, with a bit of background story before each one, for anyone who's interested in, or didn't previously know about, the whole *Mortal Kombat* mythology.

Koins (or 'Kurrency') earned during Konquest can be spent on an overwhelming array of

JAX YOUR BODY: Sadly, Sonya's sidekick no longer boasts the pull-off-your-arms fatality, favouring the reliable head stomp instead.

hidden bonuses in the Krypt – a 26x26 grid of coded Koffins. Each Koffin has a price on the front, and contains goodies such as artwork, text, costumes or extra characters. The hidden fighters aren't unlocked by the usual method of beating the arcade mode.

Fatalities return, of course, but this time there's only one of these signature moves per character. Previous *Mortal Kombats* included as many as two, plus other ways to humiliate beaten opponents, such as animalities, babalities, friendships and pit fatalities. It's almost as if the developers have moved to tone down some of the game's worst excesses in order to gain acceptance as a more serious beat-em-up.

There's still *loads* of blood though. Some of the Konquest challenges include tasks such as 'make your opponent bleed 80 pints before the timer runs out'. Blood squirts out of the characters and dribbles down their bodies after almost every hit, leaving the floor soaked in bright red puddles by the end of a match.

The graphics *are* standard though, and look cartoony enough to prevent a fuss being kicked up about whether 'killing' your friends is appropriate after-school entertainment. But, hey, at least the characters show facial damage...

If *Mortal Kombat* has always been among your favourite fighting games, you'll be surprised how much it's changed since the last time anyone saw it. Pleasantly surprised, if you were hoping for something a bit more cerebral. It isn't for everyone, and at times it seems like it's trying too hard, going for ultimate complexity while leaving some of its basic flaws unremedied. But it's fun, and as long as you can find an opponent who'll agree not to exploit the cheap moves, you could be playing it for months to come. **PSM2**

You can experiment with a little bloodletting on Valentine's Day. How Sweet.

"MAKE YOUR OPPONENT BLEED 80 PINTS BEFORE THE TIMER RUNS OUT"

IMPACT POINT

A three-technique style branch combo is a beautiful thing to behold. Punch, kick, juggle, move into a different stance, roundhouse, uppercut, weapons out, slash, stab... Applause, please!

FLASH BLOOD: Gah! How did this one sneak in here? Just turn the page, and try not to think of the sound effects in this scene.

OLD SKOOL CHOICE

1 **VIRTUA FIGHTER 4**
The parry and thrust of the most hardcore fighter around.

2 **MORTAL KOMBAT DEADLY ALLIANCE**
Blood and gore in abundance, plus far more depth than any previous *Mortal Kombat* game.

3 **MARVEL VS CAPCOM**
Ryu battles Cyclops in a tasty reminder of the glory days of 2D fighting. Good, but, y'know, 2D.

PSM2 VERDICT

GAMEPLAY
+ Big combos, varied fighting styles.
- Some cheap moves.

GRAPHICS
+ Solid characters, good backgrounds.
- Animation shared between characters.

SOUND
+ Loads of screams and shouts.
- The old 'sinister' announcer.

LIFESPAN
+ A vast amount of stuff to unlock.
- Konquest mode gets repetitive.

OVERALL
A big surprise, a big score, and a sequel that gives *Mortal Kombat* more than a fighting chance of continued success.

85

IMMORTAL

OUT UK 7TH FEBRUARY

SOS: THE FINAL ESCAPE

We get all shook up as Irem's quaker-shaker finally rips through Europe...

REVIEWER: Ryan Butt

Just like we hoped, *Zettai Zetsumi Toshi* gets a PAL release, but what's changed since this 'survival disaster' game first gripped us in the throws of collapsing buildings? Well, we can understand the hilarious dialogue. Oh, and both of the lead characters now, for some inexplicable reason, sport crudely bleached barnets.

Set in a New York-esque metropolis amid a violent earthquake, you play Keith, a journalist on his journey into work. Recovering consciousness inside a coach wreck dangling precariously off the twisted remains of a suspension bridge, you must get out, gather your bearings and go about escaping from your new-found hell. The whole premise of the earthquake scenario lends itself perfectly to the action adventure format. Instead of battling against visible, monster enemies, your sole threat is the tremors that constantly sap your energy by knocking you off your feet (unless you anticipate them and crouch down), falling debris that rains down around your ears and, in the more severe instances, entire office blocks that come crashing down on your head. This concept takes a while to grasp – especially when, as you'll find out very early on, you're in the wrong place at the wrong time and get flattened by falling masonry – but it's very in-keeping with the unpredictability of the game.

What also works well is the item system. Unlike other action adventures, you don't have endless capacity to store every item you come across in your inventory, so you have to weigh up what you need and what you don't. Also, whereas you can find items like torches and coat hangers (to be used as zipline sliders) that fulfil an obvious purpose – if you don't have room for them, you can make equivalent items by combining stuff you already have, thus reducing space in your rucksack. Clever.

The health system is also a novel compliment to the theme. Having survived the initial quake, you're left battered and bruised with your stamina levels reduced by the trauma. So, to keep your energy up, you must sip water to avoid slowing down to a crawl. Doing so will also gradually replenish your overall health. Clever part 2.

SPECS SAVER: Laugh in the face of adversity by donning comedy glasses and other items found scattered in the game.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Irem Software
- **PUBLISHER** Agetec
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** One player, Memory Card

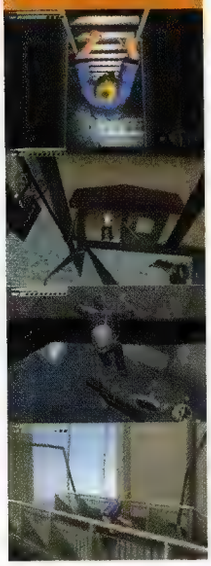
DETAILS

- Alternate routes through the game determined by conversations.
- New gear to collect, like hats, gloves, magnifying glasses, umbrellas and even a comedy specs/false nose/moustache combo.
- Hilarious sexual chemistry between the characters simmering beneath the surface.

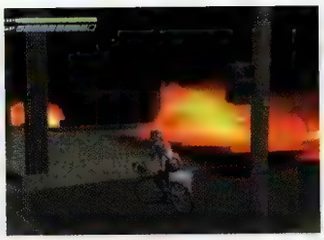
"THE PREMISE OF THE EARTHQUAKE SCENARIO LENDS ITSELF PERFECTLY TO THE ACTION ADVENTURE FORMAT"

IMPACT POINT

When you start your escape from the mangled bridge, only to see the scenery start collapsing around you, you realise this is a bit different...



RADIO ACTIVE: You'll be updated with news bulletins regarding the state of the quake...



PEDAL GEAR SOLID: The game constantly surprises, like when you nick the bike.

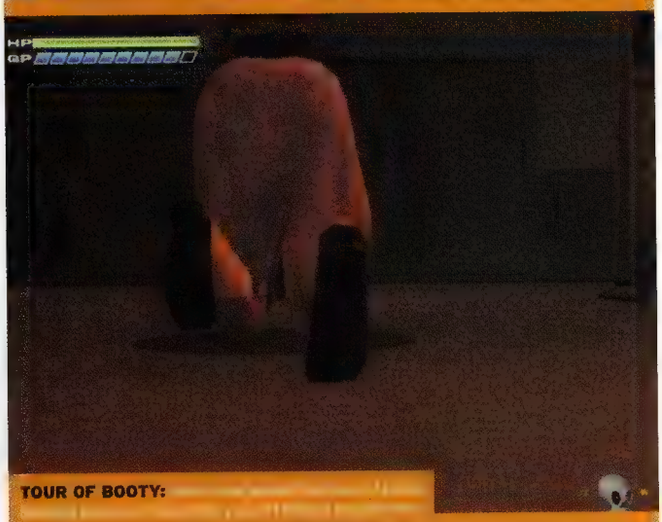
PIGGY HACK: The things we do for a pay-rise! Keith slowly carries his injured boss to safety - many miles away...

HANG WARFARE: Everyday objects are put to good use in your quest for survival.

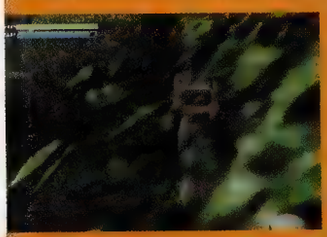
PERVERT'S PARADISE

The sexual chemistry between the lead characters forms a comical backbone to the game. At one point Karen even asks you to climb down a ladder first so you don't look up and see that she isn't "wearing any... um..." So if you were excited by the amount of letching you could get away with in *MGS2*, then wipe your rain macs clean and get a load of this lot!

LETCHER SKETCH:



TOUR OF BOOTY:



CAPTAIN LURK:

HOSE A NAUGHTY BOY:

The last touch is a little more bizarre. During your negotiating of the surrounds, you pick-up less conventional items like hats, sunglasses, gloves and umbrellas. These can then be used to customise your character, adding humour to the traditional stuffiness. The comedy highlight comes when you can choose to follow Karen to her house for a change of clothes. Waiting outside for her, you can then don a specs/false nose/moustache combo and position a ladder outside her window to spy on her. Such idiosyncrasies are peppered throughout and serve no purpose but to amuse.

When trawling through the Japanese version a while back, we believed the game to be very linear – but we understand now that this isn't the case. The path is broken into alternate routes at several places and even the way in which you interact with the other survivors determines the ultimate outcome. However, the main flaw of the NTSC version remains unchanged – that automatic jump facility. Leaps are only made when you run at the edge of a platform, not with a separate button, and the card of death is dealt all-too frequently as you grapple to get to grips with this pointless system.

As a gripping, varied action adventure laced with humour and cheesy love undertones, *SOS: The Final Escape* is as entertaining as they come and, just like watching Charlton Heston in Earthquake, your enjoyment shouldn't be marred by the hammy acting and dated visuals. **PSM2**

SOS: The Final Escape is shaking the foundations of game stores on 7th February

INSIGHT

- It's possible to access a secret room filled with first-aid kits, a helmet and a compass. All you have to do is choose to go to Karen's house and then go on to reach the water works beneath the subway in under 2:30. Achieve this and the gate to the room will be open.

CHARLTON'S CHOICE

1. **GTA: VICE CITY** – There's worse sh*t going down than a mere earthquake.
2. **ICO** – Like yanking Yorda, you can call to Karen and lead her carefully through some of the game's more treacherous terrain.
3. **SOS: THE FINAL ESCAPE** – Groundbreaking on many levels, but let down by slightly crude graphics and dodgy controls.

PSM2 VERDICT

GAMEPLAY
+ Captivating throughout and surprisingly varied.
- Requires more trial and error than actual skill in places.

GRAPHICS
+ Some great set-piece moments brought shudderingly to life.
- Lacking detail in places and prone to heinous slow-down.

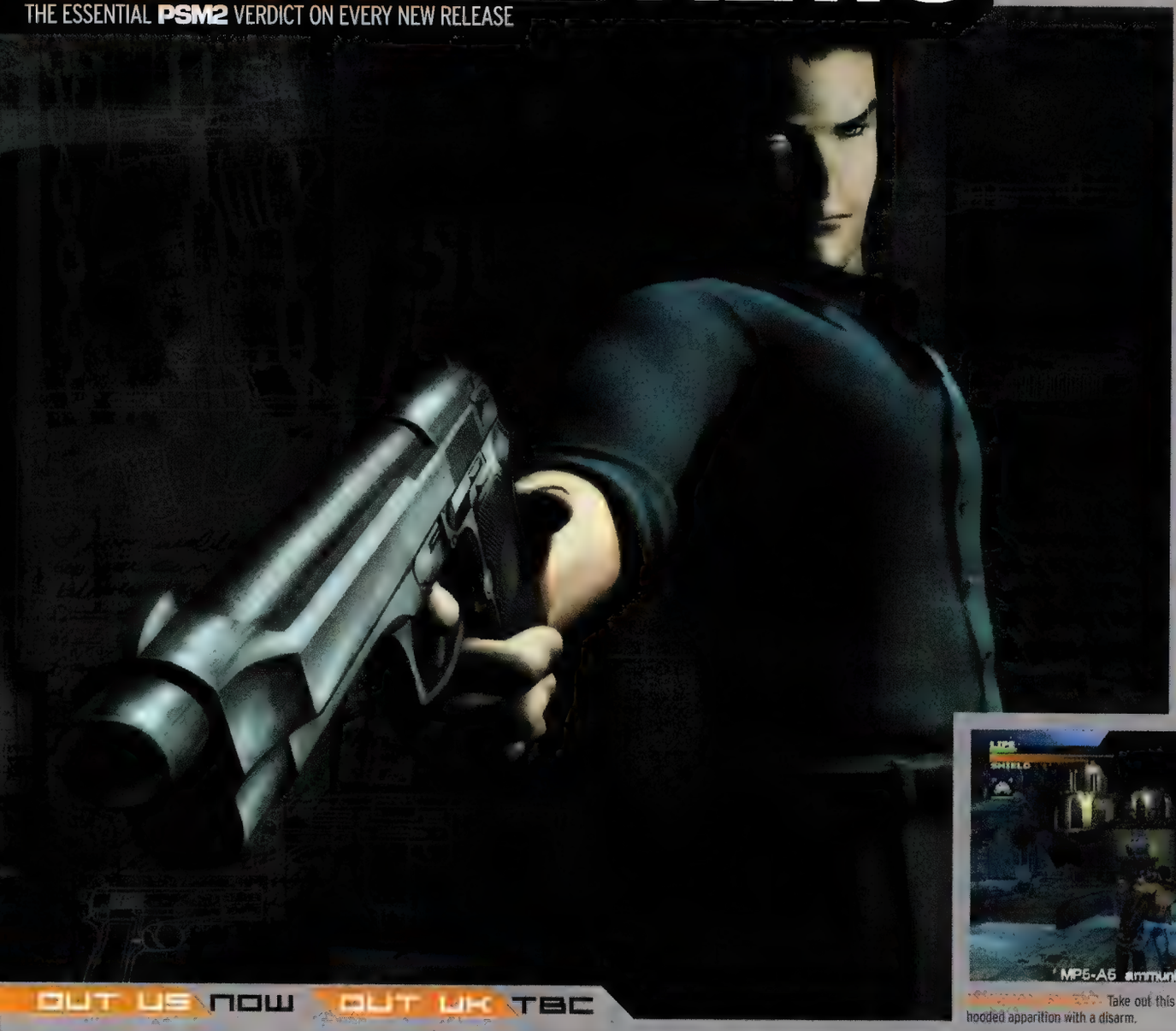
SOUND
+ Suitably deafening roars from the crumbling surrounds.
- Duff voice-acting and naff-all music, atmospheric or otherwise.

LIFESPAN
+ Alternate routes and seven possible outcomes to explore.
- You may not want to re-live the experience more than once.

OVERALL
A well-balanced, gripping and, at times, intentionally funny action adventure that deserves to score highly on your Richter scale.

81

SHAKING



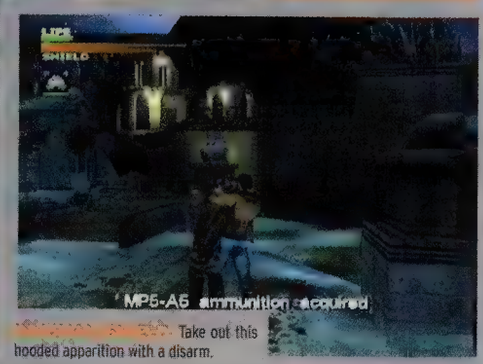
OUT US NOW OUT UK TBC

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Namco Hometek
- **PUBLISHER** Namco
- **GAME TYPE** Third-person shooter
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

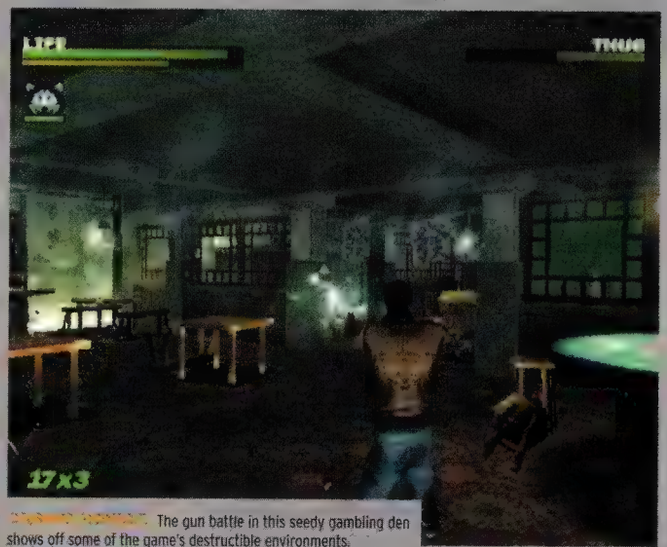
DETAILS

- 15 levels split into different objectives.
- Play as two characters – including Shadow the dog.
- Three difficulty levels – Rookie, Normal and Super Cop.



Take out this hooded apparition with a disarm.

DEAD TO RIGHTS



The gun battle in this seedy gambling den shows off some of the game's destructible environments.

It's one man and his dog! But with bigger guns, and few sheep.

REVIEWER: Daniel Dawkins

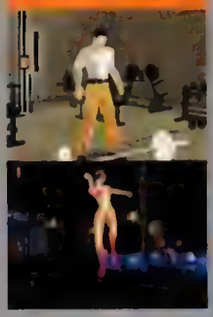
Tough decision: do we lay into *Dead to Rights* for daring to use that most hackneyed of videogame combat devices – sodding b*ll*t-time – and referring to its trigger-happy action as 'inspired by Hong Kong action films'? Ooh, it'd be so easy... Currently, developers find it almost impossible to make an action shoot-em-up without name-checking folks like John Woo, Chow Yun Fat or Jet Li. And, "Hell, did we mention 'chopsocky' in the press release somewhere? Gooood..." What was once very cool, a bit underground, badly dubbed and filed under foreign/art in your local video store is now mainstream, unimaginative and a big sushi-bloated cliché.

But wait, *Dead to Rights* is actually rather infectious – and, for once, those Far Eastern promises have had quite a profound effect on the gameplay. Hell, we might even start using the bullet word again rather than hissing it through clenched teeth. Namco Hometek's debut release might have missed the boat by a year (now it'll be compared to *Max Payne*, instead of the other way round) but it's been one of just a few recent releases to have warmed our souls in the dismal days of bleak midwinter.

You are Jack Slate – an honest police officer in a crime ridden city. Early on in the chain of events Slate attends a routine shootout at a local building site to find his father, Franklin, stone dead. From there on in his sole motivation is bloodthirsty revenge for the murder of his old man. It's a good job then, that the muscular Slate

IMPACT POINT

While you do time in the prison, take a stroll down to the gym and you can get a wad for proving your manly prowess in the ring, and on the punch bag.



Gun fights can become relentless. Use of your slow motion dive is recommended

isn't averse to popping the odd cap in a punk ass. In fact, he positively relishes it. Following a chapter based story (again, very *Max Payne*) *Dead to Rights* is predominantly about wading through pack after pack of various gangsters. Triads, Koreans, the odd Mafioso and a couple of gun-wielding prostitutes, in the hope of disposing of them in the most flamboyant and balletic way possible in various gaudy rent-a-locations (that'd be brothels, graveyards, the ghetto, a prison... you get the picture).

backwards and while still crouched behind an obstacle. Forget about getting to grips with fiddly controls and locking on to a nearby tree, in *Dead to Rights* you really can just sit back, take aim and enjoy the gunslinging.

As well as Uzis, pistols, revolvers and Spas shotguns, Slate is pretty tasty with his fists and feet. Although quite basic, he can carry out impressive kick and punch combos when he finds himself disarmed. Pressing ◎ while near a character begins a disarming move, usually

"IT'S PREDOMINANTLY ABOUT WADING THROUGH PACK AFTER PACK OF GANGSTERS DISPOSING OF THEM IN THE MOST FLAMBOYANT WAY POSSIBLE"

Brawls among multiple enemies can be problematic in videogames. *GTA3* did it badly, *Vice City* did it better and *Primal* looks set to be better still, if it lives up to its promises. *Dead to Rights* appears to have got the melee dynamic pretty much spot on. Hold down L1 and Slate instantly snaps on to the first enemy in his line of vision. Pressing ⊗ then fires the weapon. Let go of L1 and press it again to lock on to a new target. It sounds familiar but it's the most responsive and versatile example of 'lock on combat' we've seen for quite a while. It's also possible to move in any direction while still focused on a target – including

ending with your victim's frontal lobes splatted on the nearest wall. It's credit to the developers' morbid imagination that there's so many ways to break a mans spine and steal his gun – you can even unlock new combos just for this purpose.

And so to the slow motion dive... the showpiece of any embittered cop on a vendetta. Well, you've got to hand it to the developer. It bloody well works. In one chapter you'll need to dispose of a persistent Triad wannabe with a rocket launcher and a very long life bar. It's nigh-on impossible to defeat him *unless* you use the slow motion dive. It doesn't take many of these

In the graveyard a copter drops a bevvy of clown-masked assassins to finish you. Don't have nightmares, now

DOWN BOY!

Accompanying Slate wherever he goes is his trusty mutt, Shadow. He serves more than just a sidekick purpose, however – in return for some man love and a bowl of Pedigree Chum, of course. Press L1, target an enemy, and Shadow will viciously maul him before kindly bringing the bad guy's gun back to Slate. Thasssaboy!

SHADOW OF DEATH:

DASTARDLY AND MUTTLEY:

'boss fights' to realise that rather than being peripheral throwaway poppycock it's an essential component of combat.

Add in the regularly occurring minigames – our particular favourite being the one where you can arm wrestle for fags, which comes a close second to the lap dancing bemani – and a liberal dosage of 'mature content' and *Dead to Rights* is more than worthy of it's CAT 3 film counterparts. Hiii-Yah! and the rest. PSM2

INSIGHT

- At various points you'll unlock a new disarm combo, usually ◎ and a direction button. Check out gamefaqs.com for a full list if you can't wait.

WOO'S CHOICE

1. **DEAD TO RIGHTS** – Gets the balance of shooting, fighting and gymnastics just right, with a fair smattering of sleaze and humour.
2. **MAX PAYNE** – It might work better as a film than *DTR* but Max's bullet time is inferior to Jack's.
3. **MINORITY REPORT** – Possibly a waste of a licence, but it was good while it lasted. Never great, though.

PSM2 VERDICT

GAMEPLAY
+ Fast, responsive, theatrical melee action
- Camera occasionally obscures field of vision

GRAPHICS
+ Detailed environments, loads of dramatic animation.
- Textures can be basic and cut-scenes are blocky.

SOUND
Dark, foreboding orchestral meanderings
Cutscene voice acting is more TV Movie than blockbuster

LIFESPAN
+ An engrossing story, with at least 10–12 hours solid play.
- Not much replay value.

OVERALL
OK, so it might reek more than a little of *Max Payne*, but *Dead to Rights* has more variety, attitude and innovation

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MAX SLAIN

OUT US NOW OUT UK 21ST MARCH

THE MARK OF KRI

A pinch of *Golden Axe* and a sprinkling of *Tenchu* reaps bloody results.

REVIEWER: Adrian Lawton

It'd be easy at first glance to mistake *The Mark of Kri* for a contemporary take on ancient scrolling Sega classic *Golden Axe*. True, you're a muscular barbarian warrior type, wading through a plentiful supply of enemies with your trusty blade in hand – and you're not in the mood for small talk. But don't be fooled, *Kri*'s got a few more tricks than just that tucked away in its loincloth.

For starters, there's the targeting system. Instead of random hacking, your character, Rau, focuses his energy on individuals by swishing the analogue stick in their direction and assigning buttons to different enemies. The result is that he can lock on to multiple targets at once, giving him the ability to lash out punishing blows in all directions. It's an intuitive (and mostly effective) system that we're surprised we've never seen before. A combo system's also incorporated, which allows you to pull off some devastating special moves.

Stealth plays a major part too, and in certain areas it's essential to survival. To assist with stalking prey, Rau can use his pet crow, Kuzo, to gain a bird's eye view of his surroundings. Send the bird to designated perches with a press of L2, and once landed, the view switches to his perspective, allowing you to see what's lying in wait. More than just an all-seeing eye, Kuzo can

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** San Diego Studio
- **PUBLISHER** SCEA
- **GAME TYPE** Action
- **PRICE** £59.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

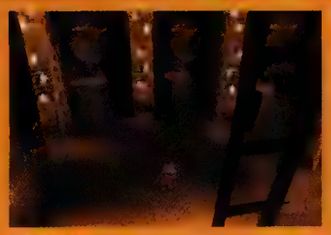
DETAILS

- Combines action and stealth gameplay.
- Six large levels to work through.
- Four available weapons.
- Bags of violence trussed up in a cartoon exterior.

ME & MY BIRD

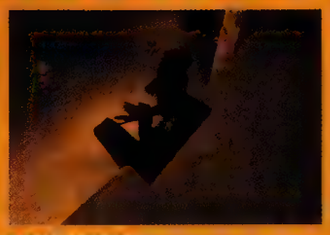
Other than acting as a handy scout, using your feathery friend Kuzo is essential in helping you reach inaccessible areas at certain points in the game. He can activate switches, read Ancient writing, drop ladders to within your grasp – about the only thing he can't do is fasten your bootlaces. Here's a typical example of how he can assist Rau.

SPOT LIGHT: Centre your view on the spinning bird icon above you.



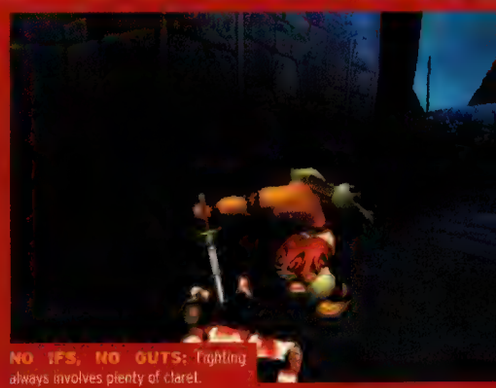
FLY HIGH: Hit L2 to send Kuzo up to the perch. Who's a pretty boy, then? Not Daniel Griffiths.

WEIGHTING GAME: The bird's weight is enough to start the ladder moving.



EASY ACCESS: Once all the way down, Rau can now grab hold and climb up to the new area..

AN AXE OF KINDNESS: The Battleaxe is by far the tastiest weapon – unfortunately, you don't get it until the last level.



NO IFS, NO GUTS: Fighting always involves plenty of claret.

BOWLIMITS: One of the easiest ways to take down an enemy...

IMPACT POINT

Nailing our first group kill was a defining moment. We crept up behind the targets, locked on to them and pressed ⊗ to grab the first guy. While snuffing him out, pressing ◎ and ⊠ engaged the second one, lopping his head off.

"ITS CARTOON VISUALS, STEALTH ELEMENTS AND ENGROSSING ATMOSPHERE MAKE FOR A SURPRISINGLY DIFFERENT APPROACH TO THE GENRE"

also be used to throw switches, drop ladders or create a diversion (See Me & My Bird). It's a useful addition that adds another layer to the game, allowing you to plan strategies, rather than just blundering in swinging your sword like a maniac. Rau can silently and stealthily edge down walls, focus on targets, then leap out and pull them into the shadows, dispatching them in various unpleasant ways. Or drop down from above on to blissfully unaware enemies patrolling below, slicing their heads off before they know what's hit 'em. He can even whip out his bow and drop some with a swift headshot. This all works really well for a while, making *Mark of Kri* enjoyable stuff. Unfortunately, later in the game, things begin to spoil the party.

For example, making a single mistake on later levels often means you've no choice but to charge headlong into battle. And once spotted, the sheer number and frikkin' hard-as-nails nature of the ensuing enemies means you're almost certain to be re-loading your last save. Many sport armour, which needs breaking through before you'll make any impact. Dealing with three or even four is perfectly feasible – using a combination of block and counter-attack – but being tag-teamed by ten, all armoured up to the eyeballs and wildly swinging axes around is, frankly, just bloody annoying.

In fact as the game goes on, the whole emphasis shifts back towards all-out combat and suffers as a result. Battles become tediously lengthy, and combos are almost impossible to pull off, as you simply get whacked every time you try one. On top of this, there's armoured and highly accurate archers perched on high platforms, who rain down deadly arrows while you try to deal with everything else. It's unfairly harsh at times.

So while these irritations, and a meagre six levels, mean *The Mark of Kri*'s not an essential purchase, its cartoon visuals, stealth elements and engrossing atmosphere make for a surprisingly different approach to a genre that generally consists of simplistic button bashers. Top marks for effort anyway, and here's hoping any sequels will be bigger and better. PSM2

UK gamers will have to wait until the first whiff of spring arrives for this. That's March, then

BIRD'S EYE PHEW: Using Kuzo to let you see around corners is the only way you'll remain hidden in the shadows for stealth kills.

INSIGHT

Given the game's highly stylised look, it's no surprise to us that part of the development team is made up of former Disney and Don Bluthe animators. It's a definite benefit, and the game's looks are one of its strongest assets.

CONAN'S CHOICE

1. **HITMAN 2** Precision stealth gaming that'll keep you busy for ages.
2. **DYNASTY WARRIORS 2** All-out hack 'n' slash action that's preferable to its sequel.
3. **THE MARK OF KRI** An interesting combination of the above two games, but too short and frustrating on later levels.

PSM2 VERDICT

GAMEPLAY
+ Stealth elements make for a more ponderous approach.
- These diminish later in the game.

GRAPHICS
+ Stylish visuals create a distinctive and appealing look.
- Cartoon appearance might not appeal to everyone.

SOUND
+ Good voice acting, spot-on effects.
- Rhythmic tribal soundtrack may grate on the nerves.

LIFESPAN
+ Levels are fairly large later in the game.
- There's only six of them.

OVERALL
A decent attempt at improving on the hack 'n' slasher. It's enjoyable, but hampered by annoying flaws and its all-too brief nature.

74

BARBARIC

ARQUETTE STALL: Tarantino's debut is an often overlooked masterpiece.

OUT UK 24TH FEBRUARY

TRUE ROMANCE: DIRECTOR'S CUT SPECIAL EDITION

Snappy dialogue? Guns? Drugs? That'll be a Quentin Tarantino script, then.

STARRING .....Christian Slater, Patricia Arquette, Dennis Hopper, Val Kilmer, Gary Oldman, Brad Pitt, Christopher Walken, James Gandolfini, Samuel L Jackson
DIRECTOR .....Tony Scott
CERTIFICATE 18
PRICE £19.99

Back before he hit the big time with the likes of Reservoir Dogs and Pulp Fiction, Quentin Tarantino was a lowly video shop clerk, doling out the latest releases, dutifully fining late returns and spending most of his free time watching classic movies. And then he started writing. One of his earliest scripts was True Romance, a charming story about young love and the trials and tribulations faced by the central couple, Clarence (Christian Slater) and Alabama (Patricia Arquette).

Don't be fooled by the slushy sounding name though, this is no cheesy Meg Ryan vom-com. Our heroes are a small-time hood and the hooker he marries, and their romantic adventures include stealing a wealth of cocaine from her mob pimp and attempting to make their fortune selling it in Hollywood. The only slight problem? Everyone with some interest in the drugs (and the couple) wants to get it back, resulting in a clash between mob enforcers, dealers and crooked cops. Oh yeah... and Elvis is the couple's guardian angel.

You can't exactly picture Tom Hanks popping up in that (though he did play a 1920's mob enforcer in Road To Perdition last year, so maybe in the future...). And while there's the usual splattering of Tarantino-esque violence, Tony Scott's sure hand on the director's megaphone ensures that while the visuals are most certainly up to standard, the story never gets buried alive.

STAR POWER

If there's anyone reading this who still needs convincing that this is a must-buy movie (we can see you there, in the back, trying to hide your faces), just check out that cast list. How many movies can boast the likes of Val Kilmer, Brad Pitt, Samuel L Jackson, Gary Oldman and Christopher Walken together on screen? And while the presence of so many respected thesps could seem overwhelming, the pace is such that you'll be far too caught up in the story to worry about the talent, and simply sit back to let them work their magic. Of special note is Brad Pitt's idiotic Floyd (and how often can you say that Brad Pitt's a highlight outside of the likes of Fight Club?), while Slater and Arquette's Romance works far better than that of the brainless adoration shown by Mickey and Mallory in Natural Born Killers. Yes, Natural Born Killers had the controversy and the notoriety, but True Romance is by far the better, more entertaining and satisfying to watch.

Underrated and unappreciated by many, True Romance is one of those flicks that cries out to be re-discovered. And the director's cut special edition finally does the film justice, loading on the contributions from Scott and Tarantino. Slater and Arquette reveal what it was like to work on the movie and there's the chance to check out the director's own storyboards as you watch the film. And yes – Quentin Tarantino finally does a commentary. A must. **PSM2**

INSIGHT

- The sale of True Romance helped to finance Reservoir Dogs.
- Clarence dies in the original ending.
- True Romance and Natural Born Killers were originally one big script.

QUENTIN'S CHOICE

1 **PULP FICTION**
Time-jumping, potty-mouthed, violent perfection.

2 **RESERVOIR DOGS**
A much talked about movie for good reason. Iconic, brutal, brilliant.

3 **TRUE ROMANCE**
Love and crime blended with style. And Elvis. Need we say more?

PSM2 VERDICT

EXTRAS
Three audio commentaries ⇨ storyboard track ⇨ screenplay viewer ⇨ deleted scenes with director's commentary ⇨ 1993 behind-the-scenes featurette

OVERALL
Fast-paced, superbly written and great performances. If you overlooked it on release, it'd be a crime to miss it second time round.

85
TRULY SOMETHING

"DON'T BE FOOLED BY THE NAME, THIS IS NO CHEESY MEG RYAN VOM-COM"

OUT UK 17TH FEBRUARY

DOG SOLDIERS

Howlingly good werewolf movie proves that British horror ain't ready for the grave yet...

STARRING ..... Sean Pertwee, Kevin McKidd, Emma Cleasby, Liam Cunningham, Thomas Lockyer, Darren Morfitt
DIRECTOR ..... Neil Marshall
CERTIFICATE 15
PRICE £17.99

It really shouldn't work. Soldiers versus werewolves? Luxembourg standing in for Scotland? On a budget that could charitably be described as teensy? Surely a sign that the film will turn out to be a turkey. Yet something went wrong during the gestation of Dog Soldiers – somewhere along the line, it became a hugely enjoyably romp with real comedy bite. Credit director Neil Marshall, who refuses to treat his situation with the usual po-faced horror attitude. No, he's seen Evil Dead more than once and it's the ideal spirit to bring to a film that has an utterly ridiculous premise to begin with.

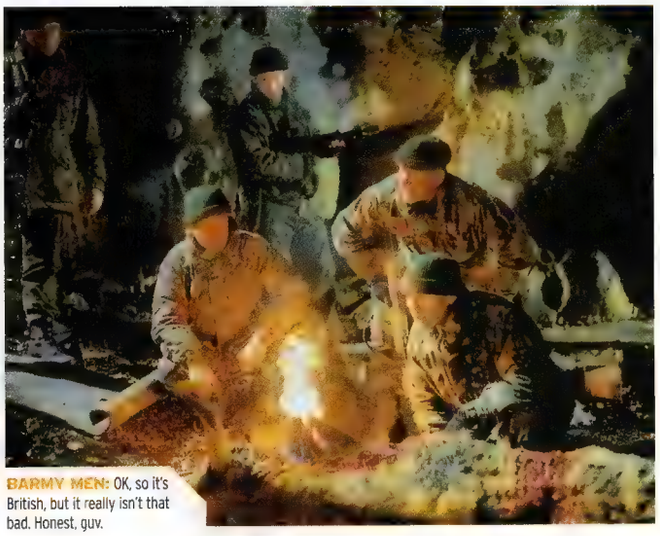
We're not going to stick our necks out here and say that Dog Soldiers is a brilliantly made, Oscar-worthy film. It isn't. It suffers from attacks of pure cheesy dialogue and one or two failed performances. Plus, when we do finally get to see the wolfen warriors, some of the attackers look distinctly puppet-like and cheap. But Marshall realises all of this and has thankfully passed this information along to his game cast, who chow down on their roles with relish. Sean Pertwee – son of Gummidge – shines as the commander who takes a gash to the gut and spends the rest of the plot either worrying that his intestines will fall out ("Sausages!" is his hilarious outburst at one point), or grimly accepting that this means he's either going to die or turn into a werewolf himself. But while Pertwee's good, this is Kevin McKidd's movie, as the second-in-command who takes on the burden of leading his troops against the fangy fiends. He's more of a straight-laced action hero, but he still has a sense of humour and a firm grasp of the fact that he's not making quality drama here. Plus, while one or two of his troop are cut-out stereotypes, most of the platoon have their own identities, and swap chat that sounds more like real people than actors reading lines (football metaphors? Worries that they'll miss the world cup? Spot on.).

INSIGHT

- One of the soldiers is named after Evil Dead star Bruce Campbell.
- The film includes a geeky reference to Star Trek 2.
- Debussy's Clair De Lune ('Moonbeam') is played on a piano.

HOWLING MAD

Despite the limitations of his ultra-cheap budget, Marshall smartly wrings every penny out of it, staging the action in affordable locations with local labour and saving cash for big set pieces. Setting the majority of the action either in a forest or in one farmhouse means that he gets more bang for the buck. And bang's the word – there are some fine moments in the script which play perfectly on the big screen, including plenty of pyrotechnics. Yeah, so the wolves sometimes look like refugees from an episode of Dr Who, but that adds to the fun and Marshall keeps them in the dark for most of the running time anyway. And the raw, gritty look even helps build tension. The recipe for the ideal Dog Soldiers-flavoured night in? Beer, several mates, comfy sofas and pizza. You'll have a blast. **PSM2**



BARMY MEN: OK, so it's British, but it really isn't that bad. Honest, guv.

WOLF'S CHOICE

1. **AN AMERICAN WEREWOLF IN LONDON**
   The original.
2. **DOG SOLDIERS**
   Troopers get in a hairy situation.
3. **GINGER SNAPS**
   Hormones raging replaced by the need to kill...

PSM2 VERDICT

EXTRAS
Audio commentary with the stars and director ■ producer's commentary ■ Making Of featurette ■ deleted scenes ■ gag reel ■ photo gallery ■ trailers

OVERALL
Despite costing a pittance to make, starring Sean Pertwee and being, well, British, this is no lame pooch. This is a monster.

72

THE DOG'S WOTSITE

WINDTALKERS

OUT UK 17TH FEB

STARRING ..... Nicolas Cage, Adam Beach
DIRECTOR ..... John Woo
CERTIFICATE 15
PRICE £19.99

A John Woo war movie? Who can say they wouldn't want to watch that? (hands down at the back, there). Sadly though, while the acclaimed action director brought his keen eye and violent choreography to play on the spectacular battle scenes, the worthy posturing and politics brought the rest of the film down a few notches. Nicolas Cage phones it in as a World War 2 soldier who has a moral crisis when the Native American code-talker he's protecting is compromised and he's ordered to off the poor sod. Good, but not the great film we were hoping for. **PSM2** **50**

A FISH CALLED WANDA: SPECIAL EDITION

OUT UK 17TH FEB

STARRING ..... John Cleese, Jamie Lee Curtis
DIRECTOR ..... Charles Crichton
CERTIFICATE 15
PRICE £19.99

Yes, we know it's been on DVD for absolutely ages now, but this classic British comedy is finally getting the proper extras treatment it deserves (commentary, documentaries, etc). And about time too, because A Fish Called Wanda is one of the funniest films this country's ever pumped out in recent years. Featuring the talents of two former Pythons and some well-matched US actors (Kevin Kline shines as oddball Otto), this bristles with one liners and chaotic farce. Every trick in the book – from double-crosses to mistaken identity – is thrown in, but used to sublime effect. **PSM2** **81**

ALSO RELEASED

THE COUNT OF MONTE CRISTO (2002)
Released Out Now **Cert** PG **Price** £19.99
Swordplay, revenge and sexy ladies in corsets. Oh, and the late Richard Harris in a prison. OK, but no great shakes. **60**

IN THE HEAT OF THE NIGHT
Released Out Now **Cert** 15 **Price** £9.99
Budget release of a classic tale of deep-south US racism and the black cop who uncovers it. Worth buying. **82**

ROUGHNECKS: STARSHIP TROOPERS CHRONICLES VOLUME 5
Released 10th Feb **Cert** PG **Price** £12.99
The next volume of the movie-based cartoon it's OK for adults to enjoy. Volume six out at the same time. **62**

EIGHT LEGGED FREAKS
Released Out Now **Cert** 12 **Price** £15.99
It parodies those giant bug movies of the '50s, but it never quite works. Warning: Film contains David Arquette. **60**

SINGLES
Released Out Now **Cert** 15 **Price** £12.99
Witty Cameron Crowe flick that gets overlooked in the wake of Jerry Maguire and Almost Famous. Crap DVD though. **63**

ROAD KILL
Released 17th Feb **Cert** 15 **Price** £17.99
CB radio prank turns deadly for roadtripping teens. Sloppy horror that never really scares for more than a second. **42**

COMING SOON

FARGO SPECIAL EDITION
31st March
£19.99

STAR TREK: DEEP SPACE NINE SEASON 1
24th March
£84.99

THE DUELLISTS
3rd March
£15.99

©The Kobal Collection

A **Special Edition** from the makers of PlayStation.2 OFFICIAL MAGAZINE-UK

YEARBOOK 2002

MORE PLAYABLE DEMOS THAN ANY OTHER MAG!
A SPECIAL EDITION FROM THE MAKERS OF PlayStation.2
PlayStation.2
SPECIAL EDITION: YEARBOOK 2002
YEARBOOK 2002
10 AMAZING PLAYABLE DEMOS!
Play 2002's best games only on our DVD!
PLUS! PLAYABLE DEMO DVD FEATURING THE BEST GAMES OF 2002!
DVD

The hits! The misses! The quotes! The rumours! Whether you've just got your PS2 or want to re-live the best twelve months in the life of the world's best console, this is your one-stop guide to 2002!

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- ☑ **SCOOPED!** All the news, rumours, gossip and mess-ups that made 2002!
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PLAY ALL THE BEST GAMES OF 2002 ON OUR KILLER PLAYABLE DVD!

INCLUDING: TimeSplitters 2, Tekken 4, Ratchet & Clank, Burnout 2, Metal Gear Solid 2, Hitman 2 and loads more!

ON SALE 18 DECEMBER

PSM2 GAMER'S LOUNGE

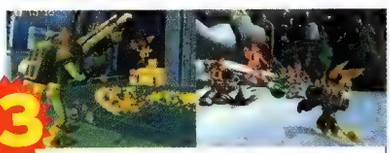
MAX. SMART/MIN. EFFORT

You know, we've got one of those scaffolding-type things that you strap yourself into to make *Gran Turismo 3* feel as uncomfortable as the real thing. We've got one of those Fighting Arena controllers that you're supposed to swing limbs past to recreate the aerobic effort of a real *Tekken* scrap. Jesus, we've even got a dance mat nailed to a slab of MDF. And the funny thing is, it turns out that sitting on a comfy chair with a cup of tea and some biscuits is the best way to play games. *Any* games. So peripheral developers – if you really want to help – invent something that won't let us knock the tea over when we're angry. Go on.

1

THE GETAWAY

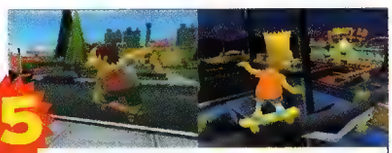
Geezah! It took an astonishing amount of advertising, a fashion shoot in Loaded, and some shameless overhype on the part of the publishers – but Sony seem set to recoup their alleged – ahem – £5 million layout.



13

RATCHET & CLANK

Look. *Look*. The best platform game on PS2 is languishing at number 13 in the charts, and there're a total of four – *four* – EA games at the top. Come on, people, sort it out.



15

SIMPSONS: SKATEBOARDING

If you read our mag and you got this, we'd like to say shame on you – but you've probably suffered enough. Just wait for the review next time, mm'kay? Oh, hang on, that's South Park.

CHARTS FOR MONTH ENDING DECEMBER 20TH

PS2 TOP 20

"Love's got a hold on my charts," Steps once nearly sang, but the reality is far more sinister. The pre-Christmas sell-fest was firmly gripped by the opposite of love – rampant criminality. This year – games about rabbits. Hopefully.

Position	GAME NAME	Publisher	Developer
1	The Getaway	SCEE	Team SoHo
2	Grand Theft Auto: Vice City	Rockstar Games	Rockstar North
3	James Bond 007 In... Nightfire	EA	Eurocom
4	FIFA 2003	EA	EA Sports
5	Lord of the Rings: The Two Towers	EA	EA
6	Harry Potter and the Chamber of Secrets	EA	EA
7	WWE Smackdown! Shut Your Mouth	THQ	Yuke's
8	Pro Evolution Soccer 2	Konami Europe	KCE Tyo
9	Tony Hawk's Pro Skater 4	Activision	Neversoft
10	Spider-Man: The Movie	Activision	Treyarch
11	Colin McRae Rally 3	Codemasters	Codemasters
12	WRC 2 Extreme	SCEE	Evolution Studios
13	Ratchet & Clank	SCEE	Insomniac Games
14	Grand Theft Auto 3	Rockstar Games	Rockstar North
15	Simpsons: Skateboarding	Fox Interactive	Fox Interactive
16	Spyro: Enter the Dragonfly	Vivendi/Universal	Check Six Games
17	LOTR: Fellowship of the Ring	Vivendi	Surreal Software
18	Red Faction 2	THQ	Volition
19	Rocky	Rage Software	Rage Newcastle
20	Medal of Honor: Frontline	EA	EA

JAPANESE TOP 5

1	Taikou No Tatsujin	Namco	Namco
2	Breath of Fire 5: Dragon Quarter	Capcom	Capcom
3	Toruneko's Grand Adventure 3	Enix	Enix
4	Pop 'n' Music 7	Konami	KCEO
5	Harry Potter and the Chamber of Secrets	EA Square	EA

US TOP 5

1	Grand Theft Auto: Vice City	Rockstar Games	Rockstar North
2	Tony Hawk's Pro Skater 4	Activision	Neversoft
3	Harry Potter and the Chamber of Secrets	Midway	Midway
4	James Bond 007: Nightfire	EA	EA
5	The Lord of the Rings: The Two Towers	EA	EA

PSM2'S TOP 5IVE

What's been wowing our readers on PS2?

1. GTA: Vice City

2. Dead to Rights

3. Mortal Kombat: Deadly Alliance

4. Taikou No Tatsujin

5. Pro Evolution Soccer 2

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28 — 51
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times, but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — 77
Stylish and immensely frightening.

FELLOWSHIP OF THE RING, THE
Publisher> Vivendi Universal
Version> PAL **Issue**> #30 — 70
A half-decent attempt to do this epic tale justice.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GETAWAY, THE
Publisher> SCEE
Version> PAL **Issue**> #31 — 78
A fearsome achievement hampered by flawed controls.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked.

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> NTSC **Issue**> #29 — 97
BEST ACTION TITLE The best that videogaming can offer.

HARRY POTTER AND THE CHAMBER OF SECRETS
Publisher> EA
Version> PAL **Issue**> #31 — 65
A good-looking game that'll satisfy Potter fans.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28 — 89
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less, literally, is more

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — 70
Satisfactory, if flawed – A good, solid fantasy, though.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
Worth every bit of the hype.

MINORITY REPORT
Publisher> Activision
Version> PAL **Issue**> #31 — 60
Clever effects, but it's all over in a few hours.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

POWERPUFF GIRLS, THE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #31 — 29
No challenge at all, unless you're a drooling toddler.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow moving.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable, but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SHINOBI
Publisher> Sega
Version> NTSC **Issue**> #31 — 75
Bags of style, but too monotonous.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
This version's short, but the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places, but still good fun.

STAR WARS: BOUNTY HUNTER
Publisher> Activision
Version> PAL **Issue**> #31 — 62
Without the Star Wars link, you'd barely look twice.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue**> #29 — 48
Great hero, very average game.

TERMINATOR: DAWN OF FATE
Publisher> Infogrames
Version> PAL **Issue**> #28 — 49
Nicks all the best ideas from other games.

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

BATTLE ENGINE AQUILA
Publisher> Infogrames
Version> PAL **Issue**> #31 — 78
Masterful looks, with skies full of fire.

DEFENDER
Publisher> Midway
Version> PAL **Issue**> #31 — 76
Solid, frantic and ponderous.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 65
Great tension, but slow and largely uneventful.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 71
A flight sim with scales.

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 — 82
Well worth a look, but you'll need broadband...

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
This is undeniably an incredibly addictive, albeit short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Infogrames
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not a great deal of depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Enormous comic bosoms are sadly no substitute for solid two-player scraps

DRAGON BALL Z: BUDOKAI
Publisher> Infogrames
Version> PAL **Issue**> #30 — 60
Competent enough, but won't impress non-fans.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue**> #27 — 55
Inadequate play mechanics don't do the manga strip justice.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull.

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive.

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system.

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

X-MEN: NEXT DIMENSION
Publisher> Activision
Version> PAL **Issue**> #31 — 67
A heroic effort, let down by an uneven fighting system.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
The sherbet-flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

4X4 EVOLUTION 2
Publisher> Take 2 Interactive
Version> PAL **Issue**> #31 — 36
A jerky, coasting monstrosity of a game.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*.

BIG MUTHA TRUCKERS
Publisher> Empire
Version> PAL **Issue**> #31 — 79
Rootin' tootin' redneck haulage fun.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue**> #28 — 91
Beautiful, emotional racing. Essential.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3
Publisher> Codemasters
Version> PAL **Issue**> #29 — 88
McRae's long-awaited PS2 debut is a triumph.

CRASHED
Publisher> Rage
Version> PAL **Issue**> #28 — 31
Half-hearted effort that feels like a bonus section.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

DOWNFORCE
Publisher> Titus
Version> PAL **Issue>** #23 **64**
Adequate F1 racing, but a little too predictable.

DRIVEN
Publisher> Bam! Entertainment
Version> PAL **Issue>** #17 **46**
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue>** #01 **57**
Over-realistic handling makes it damn-near unplayable.

DROME RACERS
Publisher> EA
Version> PAL **Issue>** #31 **50**
The Sunny Delight of futuristic racers.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue>** #13 **60**
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue>** #27 **67**
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue>** #09 **84**
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002
Publisher> SCEE
Version> PAL **Issue>** #29 **68**
The most complete package yet, let down by stupid errors.

F1 2001
Publisher> EA
Version> PAL **Issue>** #15 **84**
An accessible racer for everyone, with depth for veterans.

F1 2002
Publisher> EA
Version> PAL **Issue>** #24 **84**
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue>** #05 **47**
A poor quality title – basically a PSone game on PS2

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue>** #07 **66**
Fine – just don't expect too much of it

FREEKSTYLE
Publisher> EA
Version> PAL **Issue>** #25 **59**
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue>** #16 **49**
Spend 40 quid on a Scalextric kit instead.

GRAND PRIX CHALLENGE
Publisher> Infogrames
Version> PAL **Issue>** #31 **85**
A playable and beautifully realised racer.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue>** #13 **93**
BEST RACING TITLE Astounds and challenges

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue>** #25 **79**
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue>** #16 **74**
Lovely to look at, but uninspiring to play.

GUMBALL 3000
Publisher> SCi
Version> PAL **Issue>** #29 **73**
Superfast road racing that's fun while it lasts.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE
Publisher> THQ
Version> PAL **Issue>** #31 **51**
A pleasant enough way of spending a couple of hours.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue>** #23 **07**
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue>** #18 **38**
About as half as good as *Splashdown* in every respect.

KNIGHT RIDER
Publisher> Koch Media
Version> PAL **Issue>** #30 **27**
An ill-conceived and painful little game.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue>** #18 **42**
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue>** #12 **73**
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue>** #19 **65**
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16 **60**
Cloying controls + poor racing = lacklustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue>** #24 **55**
Fun but flawed – it smacks of an early release

MICRO MACHINES
Publisher> Infogrames
Version> PAL **Issue>** #30 **59**
A game of its time – which was about seven years ago.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue>** #03 **72**
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue>** #19 **71**
Solid racing and a few extras, but no great shakes.

MX 2002
Publisher> THQ
Version> PAL **Issue>** #14 **78**
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue>** #15 **62**
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue>** #27 **72**
Better than *Freekstyle* – but doesn't measure up to the best

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue>** #29 **88**
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue>** #17 **40**
Manages to enrage and bore at the same time.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue>** #15 **60**
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue>** #16 **43**
A bright and solid dinky racer. Cheap as well

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue>** #22 **68**
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue>** #24 **56**
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS
Publisher> Activision
Version> PAL **Issue>** #29 **68**
One of the better B-list rally games.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue>** #04 **56**
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue>** #01 **72**
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue>** #27 **46**
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue>** #10 **76**
Arcade-style knockabout racing at its idiotic best

SHOX
Publisher> EA
Version> PAL **Issue>** #28 **61**
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue>** #03 **75**
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue>** #17 **77**
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue>** #16 **75**
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue>** #11 **45**
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue>** #16 **38**
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue>** #26 **74**
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue>** #18 **36**
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue>** #22 **45**
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue>** #23 **64**
Fast and fun, but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue>** #16 **44**
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue>** #18 **13**
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue>** #16 **76**
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue>** #26 **82**
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue>** #13 **38**
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue>** #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars.

TOTAL IMMERSION RACING
Publisher> Empire Interactive
Version> PAL **Issue>** #31 **74**
A well-executed, albeit less in-depth, *GT3* substitute.

V-RALLY 3
Publisher> Infogrames
Version> PAL **Issue>** #24 **81**
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue>** #11 **63**
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue>** #03 **71**
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue>** #19 **73**
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue>** #17 **87**
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue>** #29 **85**
One for true enthusiasts and no-one else.

WRECKLESS: THE YAKUZA MISSIONS
Publisher> Activision
Version> PAL **Issue>** #30 **38**
Brainless, loud and daft.

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue>** #29 **60**
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue>** #22 **88**
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue>** #16 **90**
If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue>** #17 **88**
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue>** #30 **78**
Agent Under Fire reheated.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue>** #24 **54**
Moody and incompetent RPG – only for hardcore fans.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue>** #23 **89**
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 — 85
An enjoyably brainless, highly destructive romp.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — 64
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — 75
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 — 57
Repetitive, short and unimaginative.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 — 95
BEST FPS TITLE Zen-balanced gameplay.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 — 71
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — 43
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 — 63
More Fökker than F14 – this flawed flier fails to take off.

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 — 36
About as much fun as pulling your eyelashes out.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess.

ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 — 69
Possibly the best-looking cartoon robot game out there.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

APE ESCAPE 2
Publisher> SCEI
Version> NTSC **Issue**> #30 — 80
Exactly like the original, only bigger and more attractive.

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launched on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 — 64
A capable and enjoyable platformer. If you're six.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — 25
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 — 81
Excellent ideas in need of some pruning.

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cutscenes doesn't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design.

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue**> #29 — 91
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming

SLY RACCOON
Publisher> SCEE
Version> PAL **Issue**> #31 — 80
Beautifully cel-shaded thief-em-up.

SPYRO: ENTER THE DRAGONFLY
Publisher> Universal Interactive
Version> PAL **Issue**> #30 — 68
A breezy, traditional platformer.

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue**> #28 — 70
Great fun for a quick platforming fix

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue**> #29 — 75
Not that polished, but not a decision you'd regret.

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue**> #29 — 50
Made with the most soulless corporate agenda in the world.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 — 40
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 **91**
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 **45**
Dated and dire. The combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 **70**
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue**> #29 **88**
Instantly accessible and beautifully realised.

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue**> #28 **59**
Attempts to put a new spin on the RPG, but falls short.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 **70**
A game with massive aspirations.

SUMMONER 2
Publisher> THQ
Version> PAL **Issue**> #29 **73**
Usurps the original, but not much inspiration or invention.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 **47**
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 **18**
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 **40**
A lazy banged-together rehash of established concepts.

CONTRA: SHATTERED SOLDIER
Publisher> Konami
Version> NTSC **Issue**> #30 **73**
Rock-hard retro action.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 **58**
Capcom's best lightgun game yet, but still too lumbering.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 **49**
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 **68**
BEST SHOOT-EM-UP Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 **86**
Lots of stuff to do, humour and extras.

GUNGRAVE
Publisher> Activision
Version> PAL **Issue**> #30 **68**
Big fun, but tiny, *tiny* gameplay.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 **17**
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 **63**
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 **68**
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 **35**
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 **49**
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 **66**
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 **67**
After an evening with this you'll have had your fill.

SILENT SCOPE 3
Publisher> Konami
Version> PAL **Issue**> #31 **54**
We completed this in four hours. *Four hours*.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 **80**
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 **78**
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 **70**
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **67**
Limited, low-level mission structure.

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28 **32**
Nice idea, poorly handled.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 **80**
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 **62**
Attractive and playable aquatic combat.

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30 **44**
Looks as tired as it plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 **29**
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 **65**
Thorough and insightful, but could get up your nose.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 **86**
The best football management sim you can get for PS2.

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 **84**
Fabulously well implemented and easy to grasp.

PREMIER MANAGER
Publisher> Zoo Digital Publishing
Version> PAL **Issue**> #31 **80**
A stress-free introduction to football management.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Capable of running itself without any help from you.

SIMS, THE
Publisher> EA
Version> PAL **Issue**> #31 **85**
Genuine effort has been put into the conversion.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 **71**
Nearly great but too much focus on individual flair.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 **83**
Very entertaining. Almost a contender to the *Hawk* crown

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 **77**
Not deep enough to offer limitless trick potential.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 **72**
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 **74**
Impressive gameplay, but a little pedestrian.

ALPINE RACER 3
Publisher> SCEE
Version> PAL **Issue**> #31 **31**
An utterly pointless release.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 **64**
A bit ropey looking and retro but competent.

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30 **58**
Good core gameplay lost in a treacle of humourless smut.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 **62**
Poor one-player – the four-player is ace, though.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 **41**
A ham-fisted effort that's rotten to look at and to play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 **76**
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 **24**
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 **59**
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 **72**
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 **55**
Immaculate presentation but lacks any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
Bang up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 **62**
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving .earning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 **69**
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 **69**
Flawed play and patchy presentation

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 **81**
A refreshing alternative, and a huge improvement.

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 **49**
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 **39**
Joyless horse racing sim, without polish or imagination.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue>** #28 — **48**
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue>** #24 — **71**
An arcadey alternative to *All-Star*.

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue>** #24 — **56**
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue>** #12 — **07**
A rubbish game, repackaged and aimed at young fans.

ISS2
Publisher> Konami
Version> PAL **Issue>** #22 — **55**
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue>** #20 — **38**
About as mad as a pair of brown brogues. Very dull.

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue>** #28 — **75**
Slickly-produced, hard-working water-borne fun.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue>** #07 — **79**
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue>** #22 — **36**
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue>** #18 — **71**
For veteran 'smart marks' – fantastic. A worthwhile effort

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue>** #23 — **75**
Engaging, but not to everyone's taste.

MADDEN NFL 2002
Publisher> EA
Version> PAL **Issue>** #15 — **87**
If you own *Madden 2001*, it's definitely time for a trade-in.

MADDEN 2003
Publisher> EA
Version> PAL **Issue>** #28 — **88**
A lesson in how to make the definitive sports simulation.

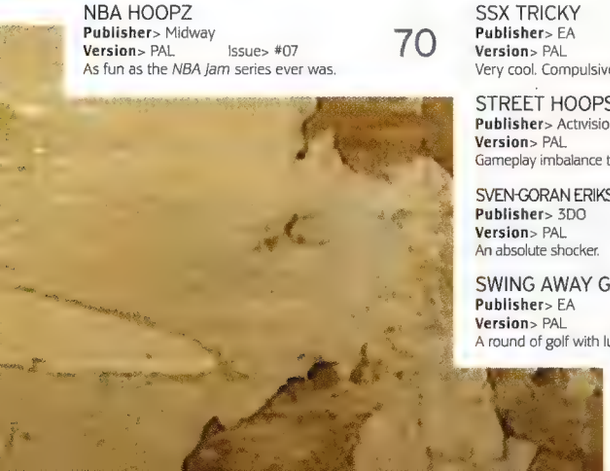
MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue>** #23 — **61**
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue>** #07 — **72**
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue>** #17 — **70**
Legible tattoos don't enhance a simple roster update.

NBA LIVE 2003
Publisher> EA
Version> PAL **Issue>** #31 — **82**
Not perfect, but going in the right direction.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — **70**
As fun as the *NBA Jam* series ever was.



NBA STREET
Publisher> EA
Version> PAL **Issue>** #11 — **74**
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue>** #25 — **61**
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue>** #15 — **70**
The gameplay's tight and the visors shiny.

NHL 2003
Publisher> EA
Version> PAL **Issue>** #28 — **69**
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue>** #16 — **72**
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue>** #28 — **80**
A solid-hitting hockey game.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue>** #05 — **45**
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue>** #16 — **95**
Faultless footy. Crap commentary.

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue>** #29 — **94**
BEST FOOTBALL TITLE Not got *Pro Evo*? Get this instead.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue>** #04 — **82**
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue>** #23 — **80**
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue>** #10 — **80**
A damn fine – if a little simple at times – game of rugby

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue>** #19 — **39**
None of the punch of an arcader or the substance of a sim.

SEGA SOCCER SLAM
Publisher> Infogrames
Version> PAL **Issue>** #30 — **36**
A lazy attempt at 'fun' footy.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue>** #18 — **35**
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue>** #23 — **87**
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue>** #25 — **77**
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue>** #16 — **95**
Very cool. Compulsive gameplay and riotous effects.

STREET HOOPS
Publisher> Activision
Version> PAL **Issue>** #28 — **64**
Gameplay imbalance turns this into a B-ball also-ran.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue>** #26 — **08**
An absolute shocker.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue>** #05 — **70**
A round of golf with ludicrous cartoon characters

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue>** #05 — **68**
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue>** #14 — **71**
Deceptive playability with some excellent detailing.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue>** #28 — **74**
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue>** #08 — **72**
It captures the feel and emotion of golf perfectly.

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue>** #30 — **80**
EA and Tiger bring home another winner.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue>** #17 — **96**
A brilliantly-realised challenge.

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue>** #30 — **94**
BEST SKATING TITLE Get this before older *Tony 3*…

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue>** #22 — **22**
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue>** #26 — **72**
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue>** #12 — **56**
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue>** #18 — **48**
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue>** #14 — **80**
This realistic boxer falls just short of greatness.

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue>** #30 — **88**
The most complete tennis game around.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue>** #24 — **93**
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue>** #14 — **76**
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue>** #23 — **36**
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue>** #15 — **76**
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue>** #24 — **56**
The one-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue>** #24 — **79**
A gripping balance of action and strategy.

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue>** #22 — **79**
Cheap and pretty with legions of machines.

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue>** #29 — **59**
Tidy looks, but frustrating control system.

KESSEN
Publisher> EA
Version> PAL **Issue>** #05 — **74**
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue>** #20 — **66**
Looks epic but lacks depth. One for RTS fans.

UTILITY

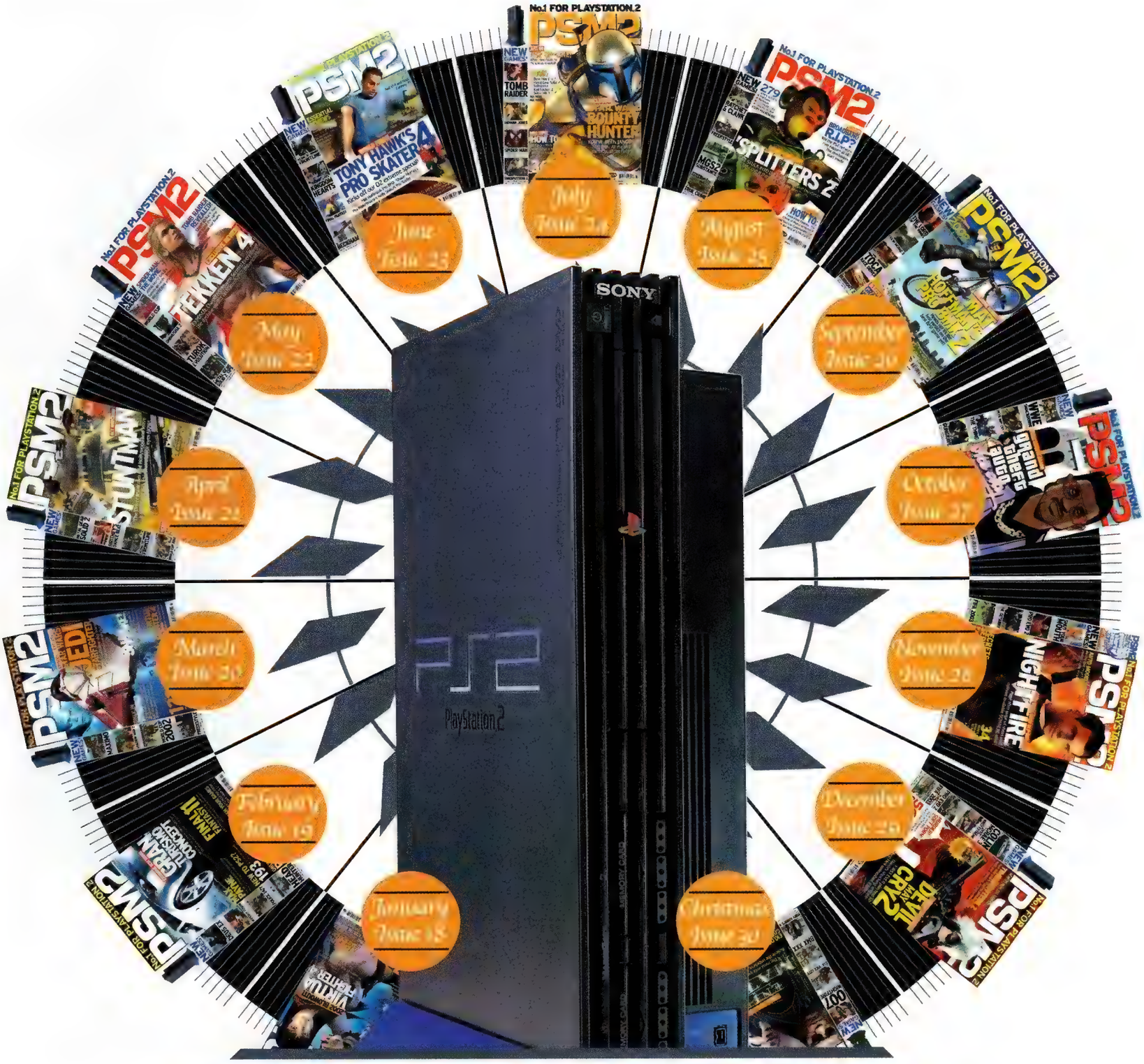
EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue>** #26 — **84**
A solid, fuss-free choice for the amateur DJ.

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue>** #10 — **90**
If there's music in your soul, this disc belongs in your PS2

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue>** #19 — **23**
Poor – but the naff video generating element's a laugh.

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...



2002

PSM2'S REVIEW OF THE YEAR

Aah, it's been a vintage year for videogames. The year of the crime-em-up. Beautifully crafted *quiet* games like *Ico* came and went – people just wanted to be given the keys to a big city and be free to do stupid stuff. It was the year of games with a number after them. The year of shouting and swearing at another cheeky lunchtime blast of *Pro Evo*. The year the beat-em-up *kind of died*. More importantly, it was the year when PS2 seriously kicked the competition into touch. Here, we present the ten events we believe helped shape the PlayStation 2 experience in 2002...

1ST MARCH
PLATINUM RANGE LAUNCHED

Shocking, isn't it? Despite it feeling like it's *always* been around, the Platinum series of budget titles has actually only been on the shelves for the last ten months. Nine titles from earlier in PS2's life were initially resurrected for a coin shy of £20. *Gran Turismo 3, TimeSplitters, Tekken Tag Tournament, F1 2001, Dead or Alive 2, Crazy Taxi, Red Faction* and *Star Wars: Starfighter* were the first to receive the silver-frame treatment (hey, the less said about early Platinum 'treat' *Oni*, the better...)

Understandably (and very predictably), *Gran Turismo 3* went on to be the most successful of these initial releases – and it still dominates the budget charts today. "Decent, affordable titles for PS2 newcomers, plus a chance for old hands to collar a few classics for their collections," Duncan, who now – tch – *works* on Loaded magazine, enthused at the time. And what a supremely wise man he was...

"THE PLATINUM SERIES OF TITLES HAS ONLY BEEN ON THE SHELVES FOR THE LAST TEN MONTHS"

CHEAP BEEPS: A chance to play *GT3* for just £20. Fansmabulous!

FREE PUNCH: *Tekken Tag* might not be brilliant but at this price, why complain?

22ND MAY
E3

Always an event that helps define where PlayStation 2's going. Once a year, the entire videogames industry decamps to the US for three days of tradeshow excesses. Honestly, it's better than it sounds.

This year Broadband was the buzzword – we've highlighted that elsewhere. Sequelitis ruled, though. *Tony Hawk's, Devil May Cry, Grand Theft Auto, Silent Hill, Metal Gear Solid 2, WWE Smackdown!, Burnout, TimeSplitters, James Bond 007...* each game's successor drew the crowds. The constant supply of sequels in 2002 has been a hot topic in PSM2's letters pages – will 2003 bring us new and fresh ideas?

Oh, and we've got to mention Mr T. He insisted.

"SEQUELS IN 2002 HAVE BEEN A HOT TOPIC IN PSM2'S LETTERS PAGES"

AIR SMILES: Dan survives the long haul to bring back the best in show.

GIRLS COOL: An army of long-legged babes marches out to entrap games journos.

POSE TINTED: The *Silent Hill 3* crew butch it up for PSM2's photographer.

SNOT AN OPTION: A chance to pick your own. Bruce Campbell nose the score...

7TH JUNE
THE D-DAY LANDINGS IN MEDAL OF HONOR: FRONTLINE

Curious one this, granted, but if you can remember as far back as June, you'll *probably* remember the impact the opening sequence had. We described it as "a landmark moment in PS2 gaming" – and we're *sure* it had a pronounced effect on developers around the world.

"You'll be blown away. Literally. Picture a grey seascape, troops wedged into landing craft like sardines. The muffled sound of planes and... the sea explodes. You're on the beach, your commander screaming in your ear... you'll be terrified." The rest of the game couldn't *quite* live up to those initial frames, but at least it reminded everyone that games still have the ability to move when coded with integrity. Forget the bloody dog jumping through the window in *Resident Evil* – this is truly horrifying stuff.

"THE REST OF THE GAME COULDN'T QUITE LIVE UP TO THOSE FRAMES"

BRASS SAND: The D-Day beach landing level leaves us all shell shocked.

POOR CRAFT: Pity we had to wait until Arnhem before things got this good again.

2002: PSM2'S REVIEW OF THE YEAR

"HAN SOLO PLAYING FOOTBALL ON A SKATEBOARD"

29TH AUGUST
THE PLAYSTATION EXPERIENCE HITS LONDON

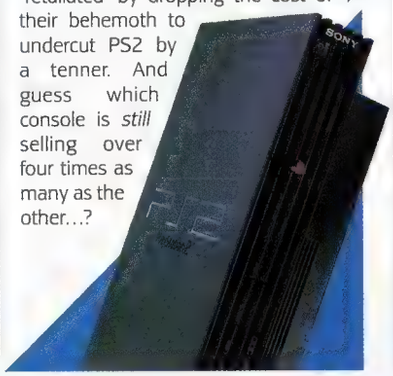
The summer might be the drought season as far as games go, but Sony provided an oasis in London in the lazy last week of August. In exchange for £8, PS2 fans could enter Earl's Court for a 'session' playing the major Christmas PS2 games – the majority of which were still in production. *The Getaway*, *TimeSplitters 2*, *Tomb Raider*, *SOCOM: US Navy Seals*, *WWE Smackdown! Shut Your Mouth*, *Mortal Kombat* and *Pro Evolution Soccer 2* proved extremely popular. It ran alongside the traditionally shit European Computer Trade Show – and wiped the floor with it. Everyone's a winner – gamers get to play future number ones before anyone else, and developers get feedback from those who might buy their game. Watch out for it in 2003...

"SONY PROVIDED AN OASIS IN LONDON"

GANG SHOW: It completely outshone the rest of ECTS with *The Getaway* drawing one of the biggest crowds.

29TH AUGUST
PS2 GOES SUB £170

Catching most people completely unaware, Sony cleaved £30 off the price of a PS2 on Friday 30th August, neatly coinciding with the PlayStation Experience event. Microsoft then 'retaliated' by dropping the cost of their behemoth to undercut PS2 by a tenner. And guess which console is *still* selling over four times as many as the other...?



18TH OCTOBER
TIMESPLITTERS 2

***TimeSplitters 2*? But it's only a sequel, right? But what a sequel. "Of all the games we played at E3, nothing left an impression like Free Radical's FPS," Jonnie said back in June. "Yeah, Jonnie's ideal game would combine tiny men, submarines and robots. Dan's would probably include Han Solo playing football on a skateboard. Marcus' would simply involve cooing at monkeys from a thicket. And yet, somehow, *TimeSplitters 2* appeals to us all," added Joel in July, when PSM2 became the first magazine to play the full code.**

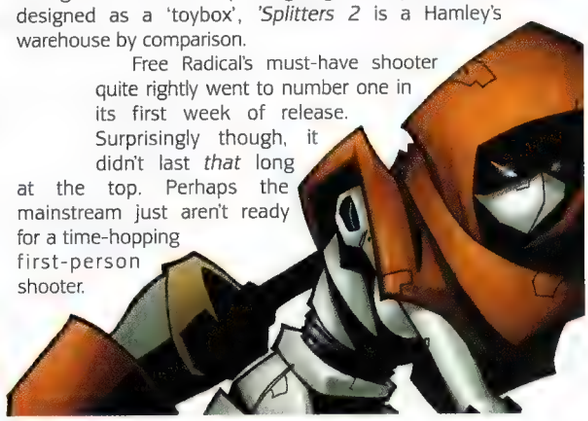
"DAMMIT, IT'S ALMOST AGGRAVATINGLY PERFECT"

Then it came. The review. In issue 28, *'Splitters 2* scored a huge 95%. "It's a gut-chugging sensory feast – guaranteed to leave you stuffed but aching for more," a captivated Dan D enthused. "*TimeSplitters 2* is a gamer's game – not an interactive movie, but a diamond-shaped, ultra-playable *game*," he continued, adding, even though we hadn't asked for it, "dammit, it's almost *aggravatingly* perfect." Try as we might, we couldn't stop him from using words like 'succulent', 'juxtaposition' and 'beetroot'. But he'd been playing the game for so long by then, he was beginning to lose it.

SPLIT AND POLISH: We didn't think Free Rad could make our favourite FPS better, but they did.

TimeSplitters 2 is a game that it is very easy to get lost in, though. Ten multi-objective Story levels, 16 modes, four-player split-screen action, a massive mapmaker and a comprehensive Challenge mode – this is a title designed by people who know that games *should* keep on giving. If its predecessor was designed as a 'toybox', *'Splitters 2* is a Hamley's warehouse by comparison.

Free Radical's must-have shooter quite rightly went to number one in its first week of release. Surprisingly though, it didn't last *that* long at the top. Perhaps the mainstream just aren't ready for a time-hopping first-person shooter.



31ST OCTOBER
BROADBAND SEMI-CONFIRMATION – AGAIN! SORT OF.

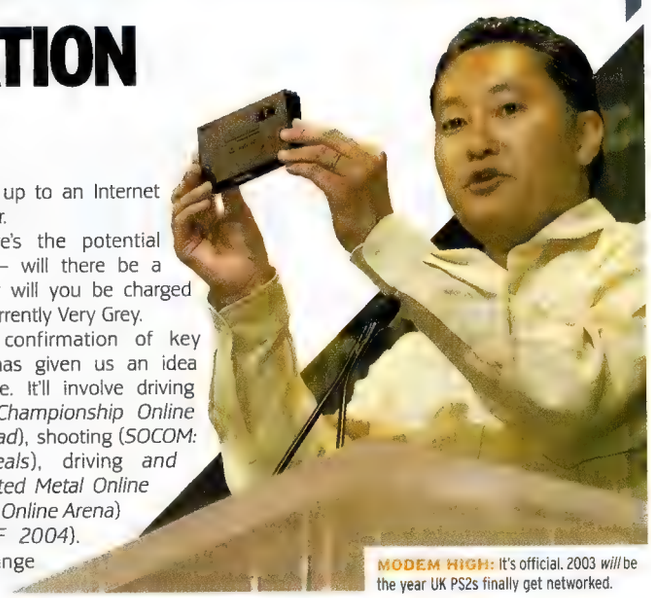
Picture this: E3 in the spring. Sony Computer Entertainment America's Chief Cheese Kaz Hirai stands on his press conference stage holding the PlayStation 2 Ethernet Adaptor aloft. A bit like he's done for *several years* now. This year, things would be different, though. No more ambitious promises – online support would be up and running for US PS2 gamers on 27th August. OK, *another* ambitious promise, but one that actually came good – PS2 owners in San Francisco and New York became the first to experience online gameplay as part of a live, 'bi-coastal' online tournament to launch the Network Adaptor.

Back to E3, though, where Sony Computer Entertainment Europe made tentative steps towards confirming a UK online set-up – while at the same time neatly avoiding the *precise* details of launch date and price.

On a cold October day though, the press release we'd all been waiting for left SCEE's London HQ. 'Spring 2003' and '£45' helped fill in the blanks regarding Europe's Broadband Gaming Pack. Actually, it all starts to get a little grey again when you start talking money. Your £45 gets you the hardware you need to get online (the Ethernet Network Adaptor), but you'll also need to invest in an Internet connection if you haven't got one, *and* sign up to an Internet Service Provider.

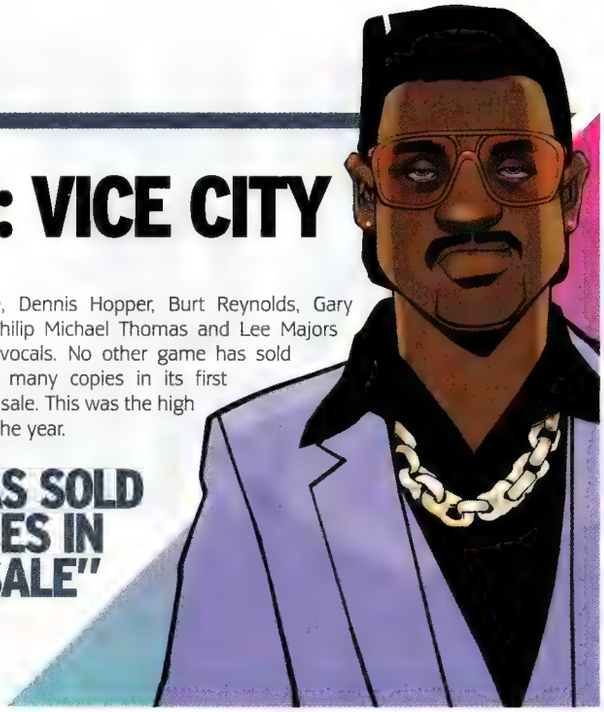
Then there's the potential hidden costs – will there be a subscription or will you be charged per play? All currently Very Grey.

Still, the confirmation of key launch titles has given us an idea of PS2's future. It'll involve driving (*World Rally Championship Online* and *ATV Offroad*), shooting (*SOCOM: US Navy Seals*), driving *and* shooting (*Twisted Metal Online* and *Hardware: Online Arena*) and footy (*TIF 2004*). So no change there, then...



MODEM HIGH: It's official. 2003 *will* be the year UK PS2s finally get networked.

8TH NOVEMBER
GRAND THEFT AUTO: VICE CITY



"Quite simply, it's the best that videogaming can offer." You won't appreciate the agonising we went through before giving Rockstar's legendary sequel 97% – the highest score in our history. That is, after all, only 3% away from perfection. But this is a truly essential game – you get a PS2, you get this game. It's as simple as that.

Vice City's not a revolutionary leap over its predecessor, but it is an evolutionary step towards a game that appeals to *everyone*. "For all the talk about '80s styling and content, let's make this clear: *Vice City* isn't just *Grand Theft Auto 3* in a linen suit," we revealed a mere three issues ago. "Think of the gristly bits of *GTA3* – the targeting system, the stodgy missions, the mute main character, the radio stations that lose their appeal through repetition. All of it has been dealt with."

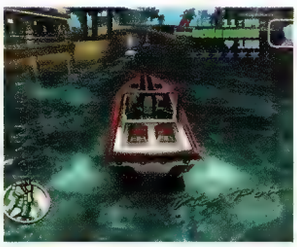
No other game appeals to both core gamers and mainstream PS2 owners so effectively. No other game boasts such a comprehensive soundtrack – and CD box set to accompany it. No other game features Ray Liotta, Tom Sizemore, Dennis Hopper, Burt Reynolds, Gary Busey, Philip Michael Thomas and Lee Majors on lead vocals. No other game has sold quite so many copies in its first week on sale. This was the high point of the year.

"NO OTHER GAME HAS SOLD QUITE SO MANY COPIES IN ITS FIRST WEEK ON SALE"

TUNE BUGGY: Hearing the soundtrack kick in at just the right moment... Perfection.

SCRAMBLED BEG: Why follow the plot when the dirt bike sub-missions are this much fun?

THREAD RINGERS: Costume changes and a chance to nab your own gaff. Brilliant.



WATER RACKET: One of those rare games that doesn't know when to stop giving...

BIKE JONES: The subtleties in handling of each vehicle earned nothing but our respect.

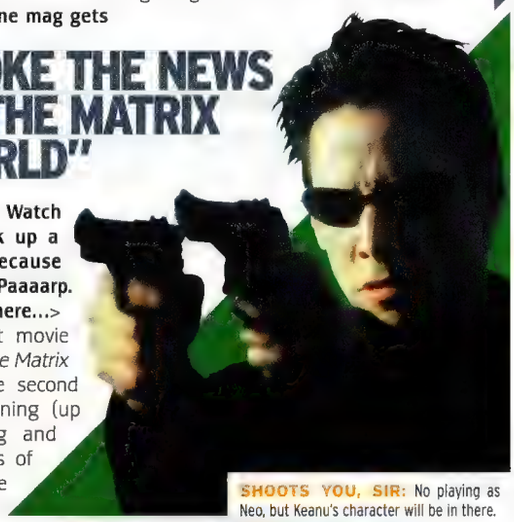
"NO OTHER GAME APPEALS TO BOTH CORE GAMERS AND MAINSTREAM PS2 OWNERS SO EFFECTIVELY"

25TH NOVEMBER
THE MATRIX REVEALED

Indulge us here. Let us blow our own trumpet *for a bit*. For PSM2 was the magazine that broke the news of *Enter The Matrix* to the world. Other games had attempted to imitate the infamous 'bullet time' from the movie, but only one game gets the official endorsement. And only one mag gets to show everyone first. Watch other mags try and kick up a premature backlash because *they didn't get it first*. Paaaarp. <sound of own trumpet there...>

Arguably the biggest movie licence of all time, *Enter The Matrix* is, in fact, based on the second movie. It'll involved running (up walls), shooting, driving and 'hacking'. And guns. Lots of guns. In an exclusive interview with Dave Perry, the man with the vision to make the game a reality, he told PSM2: "I was asked to do the first Matrix – they showed me the storyboards for the first one and I said no. Which I think was the worst mistake of my career." Luckily, Dave and his team at Shiny are close to getting their careers back on track...

"PSM2 BROKE THE NEWS OF ENTER THE MATRIX TO THE WORLD"



SHOOTS YOU, SIR: No playing as Neo, but Keanu's character will be in there.

11TH DECEMBER
THE GETAWAY

By law, we need to include the form of address "You Slag" a minimum of two times when writing about *The Getaway*. It's also advised that we get 'a million square miles of London' out of the way as soon as possible. *The Getaway*'s worth more than those tired references, even if it *is* only worth a score of 78%.

The eventual launch of Sony's Cockney blockbuster on Wednesday 11th December was a defining moment for PlayStation 2. We had, after all, been talking about the game since issue #1 of PSM2 – before the console had even been released in the UK.

The fact that it didn't boil up in to the 90s shouldn't have come as a huge surprise – we'd been tracking its progress for such a long time. That's not to say *The Getaway* turned out to be an absolute stinker. On the contrary, we concluded that the game was, "a fearsome achievement with glimpses of genius, hampered by flawed controls," but quite rightly pointed out that it was "worth a butcher's, but a cut below truly essential."

Arriving just weeks after *GTA: Vice City* didn't do it any favours but it still debuted at number one in the charts. The most effective marketing campaign of 2002? Quite possibly. You Slag.

LARD TARGET: Moments of genius cut down to size, thanks to a tough to master control system.

"WORTH A BUTCHER'S, BUT A CUT BELOW ESSENTIAL"

MOCKNEY REBELS: The OTT dialogue and weak script left us indifferent.

THE TRIUMPHANT RETURN OF PSM2'S PUB QUIZ

The test that sorts the lightweights from the heavybrained. Handily, we've left space for your answers – the genuine ones are at the bottom right of the page. How much were you really paying attention in 2002? And no looking through back issues...

GENERAL KNOWLEDGE

ROUND ONE

Stuff you really should know...
(One point for each correct answer)

1) Paul Anderson, the director of the Resident Evil movie was also involved in another film based on a videogame – which one?

2) Which company launched their Fresh Games label in the Spring with two games: one about a mosquito and one about an orchestra conductor?

3) Who was voted 'Best PS2 Developer' by PSM2 readers in issue #22: Capcom, Konami or Rockstar?

4) According to a report from 'hi-tech market research firm' In-Stat/MDR published in October, how many PS2s had Sony sold worldwide up to that point?

5) When did Sony Japan unveil their broadband plans: 12th, 13th or 14th February?

6) In which city was the Electronic Entertainment Expo (E3) held in 2002?

7) Which of the following was named an 'E3 loser' by PSM2: Sony, EA, *True Crime*, *TimeSplitters 2* or Konami?

8) How many copies did *GTA: Vice City* shift in its first two days on sale: 150,000, 180,000 or 250,000?

9) The current Official Lara Croft model – Jill de Jong – celebrated her birthday, as always, on 17th February last year. Question is, how old was she?

10) What score did PSM2 give *David Beckham's Soccer*: 24%, 29% or 36%?

GROOMING

ROUND TWO

A selection of 2002's finest barnets and whiskers – can you name them all?
(One point for each)

BEHIND CLOSED DOORS

ROUND THREE

Can you name the companies who developed the following 2002 games?
(One point for each)

16) *World Rally Championship 2 Extreme*

17) *Eve of Extinction*

18) *Conflict: Desert Storm*

19) *Ninja Assault*

20) *Burnout 2*

21) *Ratchet & Clank*

22) *Tony Hawk's Pro Skater 4*

23) *Spider-Man: The Movie*

24) *Star Wars: Racer Revenge*

25) *The Thing*

ROUND FOUR

CHEESE

Who said what last year?
(Two points for the name, one point for the company they work for)

26) Which developer, at the UK launch of his game, confronted criticism with the following: "Some games are just toys, but I wanted to deliver more of a message – something to influence people in their growing stage."

27) Who, at E3 2002, ambitiously declared: "One year from now, I won't be working in the videogames business, I'll be in the *networked* computer entertainment business..."

28) "We can run online if we're given the opportunity to do it, but the rest of it's down to Sony, and it doesn't look like it's going to happen." Who famously revealed to PSM2 that their No.1 smash would have had online play – but didn't?

29) Which UK developer told PSM2: "We've just finished implementing a lot of the new visual and gameplay features and I have to say it's made more than a few team members feel sick."

30) "The team would suggest new ideas, but we had to get the product out. People would say, 'We'll do that next year', but next year never came." Choked up, right? But <sniff> who conveyed those beautiful words to PSM2?

ROUND FIVE

TOP OF THE FLOPS

Name the games PSM2 aimed the following barbed words at last year...
(One point for the game, two points for the score)

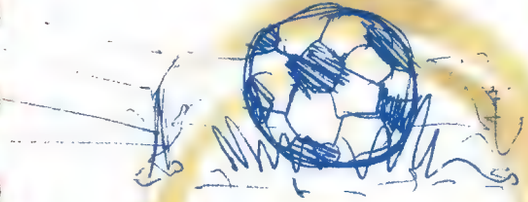
31) "THERE'S NO TRUE REAL-TIME ACTION, JUST A PRESCRIBED SERIES OF CUTSCENES - AND ALL YOU'VE GOT TO DO IS WORK OUT HOW TO TRIGGER THEM. IT'S A BIT LIKE PLAYING PIN THE TAIL ON THE DONKEY, BUT WITH AN INVISIBLE ARSE WHICH GLOWS WHEN YOU TOUCH IT."

32) "IF THIS GAME WAS A HORSE IT WOULD HAVE BEEN CALLED SHITGAR, SHIT RUM OR DESERT SHIT. AND BEEN SHOT. AND TURNED INTO SHIT GLUE."

33) "JUST DON'T GO ANYWHERE NEAR THIS DONKEY - IT ABSOLUTELY SVINKS."

34) "FIGHTING CRIME? TRYING TO SAVE THE WORLD? NOPE, JUST FOLLOWING ARROWS AND HITTING THINGS."

35) "LOOK AT THE CAMP COPS DANCE! JUST LOOK AT 'EM! THAT'S ABOUT THE ONLY RECOMMENDATION YOU'LL GET FROM US..."



ROUND SIX

LANCASHIRE HOT PLOT

Can you recognise games released in 2002 purely from our hastily abridged storylines?
(Two points for each)

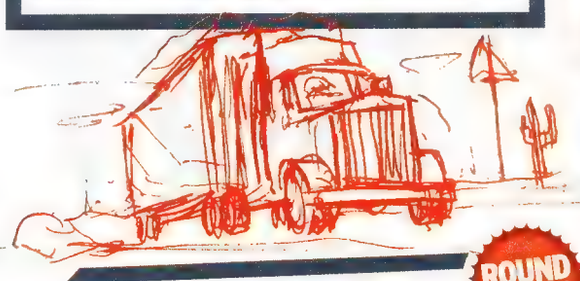
36) You are... attempting to restore the balance of nature on your 'magical' island. The power of the First Acorn is being abused – even your father has been plunged into a dark sleep. You need to charm the island's wildlife in order to win the five-year tournament that decides the keeper of the Acorn.

37) You are... Urm Hyuga, son of a Japanese soldier who died in battle 15 years ago. You have the ability to morph into different creatures and, guided by a mysterious female voice, you thwart powerful magician Roger (snigger) *Bacon*'s kidnap attempt on the daughter of an expert exorcist.

38) You are... in a race against time. The ocean is rising to reclaim the land, and there's nothing you can dō to stop it. All your resources must be pooled to construct giant towers in order to reach the mysterious floating rubber orb in the sky, and safety.

39) You are... a top secret government operative. You are sent on a – yes – dangerous mission. A leading expert on cloning technology has been kidnapped by a terrorist organisation who hope the contents of his brain will lead them to world domination. You must wipe them out. All of them.

40) You are... a Mino, an electronic block with a fish tail. Your planet is under threat from a supernova. It needs to be evacuated and it's down to you to 'terraform' six new home-worlds, rejuvenating the planets and releasing your fellow mechanical Minos.



ROUND SEVEN

THE MARK OF THE BEAST

Round these parts, 79 is now officially The Mark Of The Beast. You know, not quite worth 80, a *statement* score, that kind of thing. Which of the following games did we give 79, and which received a round 80..?
(One point for each)

41) *Blood Omen 2*.....

42) *Red Card*.....

43) *Commandos 2*.....

44) *Big Mutha Truckers*.....

45) *Star Wars: Jedi Starfighter*.....

ROUND EIGHT

TAGLIATELLE

Can you name the games from their cleverly trademarked ad tags?
(One point for each)

46) "You don't play. You volunteer."

47) "To save the world even she needs your help."

48) "Trust your instincts. Fight back."

49) "If you die, she dies. If she dies, you die."

50) "Win the war from within."

51) "Trust me..."

52) "Outnumbered but never outgunned."

53) "It's always darkest before the dawn."

54) "**UCK"

55) "We live and work in an imperfect world. It doesn't mean we have to play in one."

ANSWERS

GENERAL KNOWLEDGE 1. Mortal Kombat 2. Eidos 3. Capcom 4. 40 million 5. 13th February 6. Los Angeles 7. EA, for the lack of evidence of *Aliens: Colonial Marines* and EA 8. It's sold over 250,000 – the fastest selling game ever in the UK 9. 20 10. 24%

GROOMING 11. Hideo Kojima 12. Tony Hawk 13. Mr T 14. Hulk Hogan 15. The lovely Lara Croft **BEHIND CLOSED DOORS** 16. Evolution Studios 17. Yukes 18. Pivotal Games 19. Namco 20. Criterion 21. Insomniac 22. Neversoft 23. Treyarch 24. Rainbow Studios 25. Creative Artworks

CHEESE 26. Konami's Hideo Kojima describing *MGS2* 27. Sony's Phil Harrison 28. Free Radical Designs Karl Hilton talking about *TimeSplitters 2* 29. Martin Kenwright from Evolution Studios talks *WRC2 Extreme* 30. Danny Isaac from EA talking about past *FIFAs*

TOP OF THE FLOPS 31. *Atlantis 3: The New World* – 19% 32. *Jet Ion GP* – 07% 33. Sven-Goran Eriksson's World Cup Challenge – 08% 34. The Powerpuff Girls – 29% 35. Music Maker – 23%

LANCASHIRE HOT PLOT 36. Herdy Gerdy 37. Shadow Hearts 38. Eggo Mania 39. Silent Scope 3 40. Tetris Worlds

THE MARK OF THE BEAST 41. 79 42. 80 43. 79 44. 79 45. 80

TAGLIATELLE 46. Medal of Honor: Frontline 47. Final Fantasy 10 48. Tuok Evolution 49. Ico 50. Prisoner of War 51. The Thing 52. TimeSplitters 2 53. The Terminator: Dawn of Fate 54. Big Mutha Truckers 55. Ecco the Dolphin

HOW DID YOU SCORE?

0-20 You. Doing. Well. Really.
21-40 Not too bad. Yep, well done.
41-60 You're *almost* on fire.
61-80 Been cheating?

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

トクセンジョウホウ

GINGER SNAPS: Scorpion's still our favourite of the ninjas, thanks to his hypnotic stare. Um, actually...

BEGONIAS? BLOOD? FEH. COME ON, DEVELOPERS – SATISFY OUR BASE URGES.

DAN

No, seriously. If you're calling a game *BMX XXX* and negotiating a flimsy licensing deal with a gentleman's establishment, then you've already set out your moral applecart in the Dark Lord's covered market. If you're urging gamers to 'Finish Him' in a game called *Mortal Kombat*, then there's absolutely no need to start skimping when it comes to the death moves. Jesus, you've courted the media controversy, you've paid for the smutty advertising – don't get all coy when it comes to delivering the filthy, dirty goods. Here, off the top of PSM2's collective head, is a list of things we'd like to see in a game.

- Slamming a pig's head in a revolving door.
- Forcing a pimp to dance the macarena on top of a speeding truck – at gunpoint.
- Punching a horse in the mouth.
- Dangling a stereotypical East End gangster above a steaming pit of lava on a frayed bungee rope.
- Sliding under a table covered in WKD-swigging rugby players who think that intimidating a pub and pissing on each other is the cutting edge of humour – then shooting them from underneath it, a bit like John McClane does halfway through Die Hard. Or perhaps not.

NEED HELP?
Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

See? Do you see? *Easy*. And that's just a sample. So next time you're selling your soul for the sake of a cheap gimmick, for Stern's sake make it as depraved as you can. Otherwise, just stick to making clever, thought-provoking games, and stop wasting all of our time.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

>THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

So there's a cheat to unlock Frost, right? And she's a girl, see? So it's just the... 'tip of the ice bird'. Hoo-hooo!

MORTAL KOMBAT

Or, as Midway would have it, "*Moooortal Kombaaaat!*" Dan G was asked to appear on TV show I Love 1992 talking about it, but PSM2's own Dame Ferrelina balked at the indignity of saying "Finish Him!" in a gravelly voice. True story.

Fatalities

Bo' Rai Cho
Belly flop: ←, ←, ←, ↓, ◎

Johnny Cage
Brain ripper: ←, →, →, ↓, △

Cyrax
Claw smasher: →, →, ↑, △

Drahmin
Iron bash: ←, →, →, ↓, ⊗

Frost
Freeze shatter: →, ←, ↑, ↓, □

Hsu Hao
Laser slicer: →, ←, ↓, ↓, △

Jax
Head stomp: ↓, →, →, ↓, △

Kano
Open heart surgery: →, ↑, ↑, ↓, □

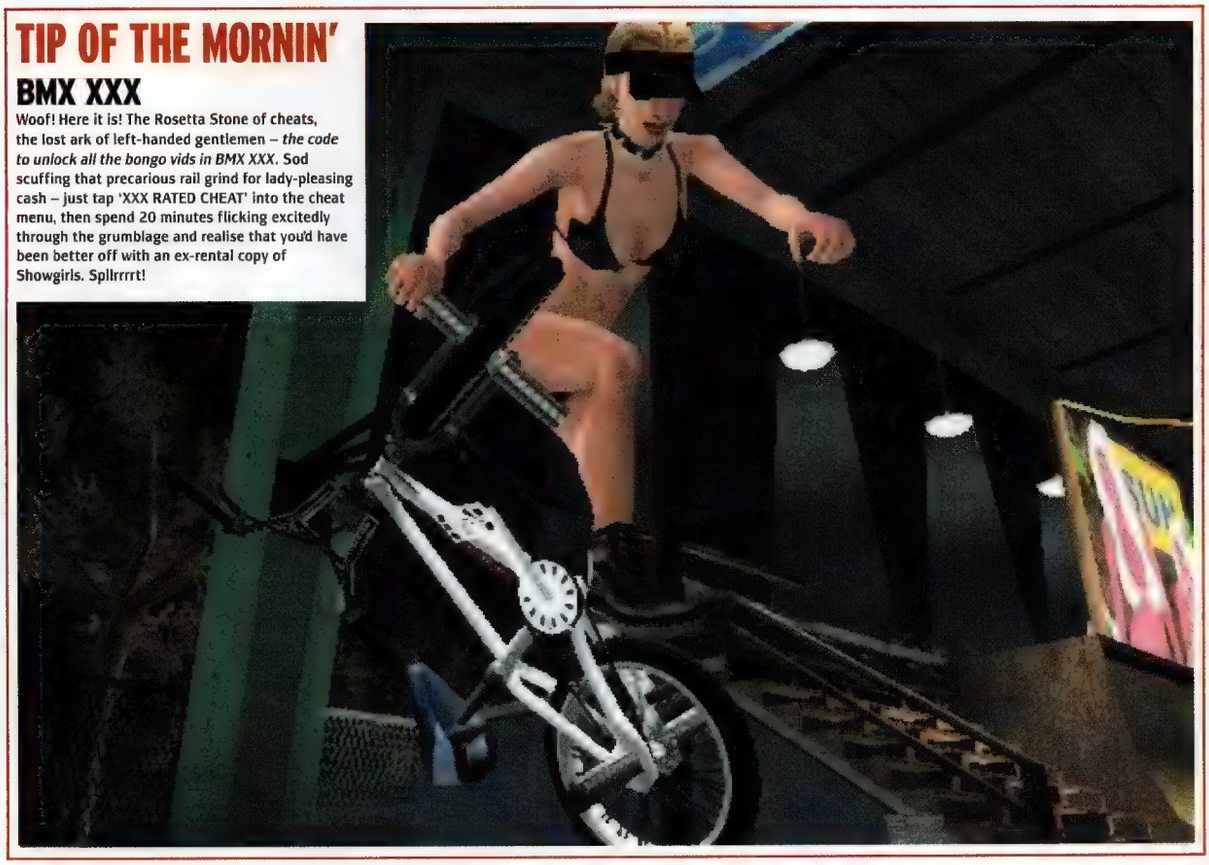
Kenshi
ETelekinetic crush: →, ←, →, ↓, ⊗

Kitana
Kiss of doom: ↓, ↑, →, →, △

TIP OF THE MORNIN'

BMX XXX

Woof! Here it is! The Rosetta Stone of cheats, the lost ark of left-handed gentlemen – *the code to unlock all the bongo vids in BMX XXX*. Sod scuffing that precarious rail grind for lady-pleasing cash – just tap 'XXX RATED CHEAT' into the cheat menu, then spend 20 minutes flicking excitedly through the grumblage and realise that you'd have been better off with an ex-rental copy of Showgirls. Spllrrrrt!



Kung Lao
Splitting headache: ↓, ↑, ←, ⊗

Li Mei
Super crush kick: →, →, ↓, →, ◎

Mavado
Kick thrust: ←, ←, ↑, ↑, ⊡

Nitara
Blood thirst: ↑, ↑, →, ⊡

Quan Chi
Neck stretcher: ←, ←, →, ←, ⊗

Raiden
Electrocution: ←, →, →, →, ⊗

Reptile
Acid shower: ↑, ↑, ↑, →, ⊗

Scorpio
Spear head: ←, ←, ↓, ←, ◎

Shang Tsung
Soul steal: ↑, ↓, ↑, ↓, △

Sonya
Kiss of death: ←, →, →, ↓, △

Sub-Zero
Skeleton rip: ←, →, →, ↓, ⊗

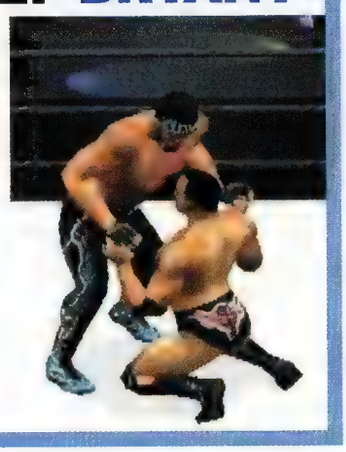
And, to save you the arse-rending tedium of unlocking all the 'c'offins, here are the only ones worth bothering with.

Extra Characters
Blaze: PN – 684 Onyx Koins
Mokap: YP – 511 Gold Koins (you must finish Konquest to unlock these two. To select them, highlight Raiden or Cyrax and press ↓ and START).
Cyrax: CN – 3003 Platinum Koins
Drahmin: UR – 6500 Sapphire Koins
Frost: IV – 208 Ruby Koins
Hsu Hao: MW – 3317 Jade Koins
Jax Briggs: SA – 3780 Ruby Koins
Kitana: KI – 2931 Sapphire Koins
Nitara: TI – 4022 Gold Koins
Raiden: XG – 3116 Jade Koins
Reptile: LL – 3822 Gold Koins

Alternate Outfits
Press START at the Character Select screen to try them on.
Bo' Rai Cho's vest outfit:
PH – 1200 Onyx Koins
Cyrax's human outfit:
ZW – 1485 Sapphire Koins
Drahmin's mummy outfit:
SW – 1152 Jade Koins
Frost's unmasked outfit:
UB – 1261 Gold Koins
Hsu Hao's hatless outfit:
QX – 1518 Jade Koins
Jax Briggs' street outfit:
ZM – 1410 Ruby Koins
Johnny Cage's tuxedo outfit:
DK – 1460 Ruby Koins
Kano's MK1 outfit:
BD – 1520 Sapphire Koins
Kenshi's torn outfit:
YM – 1435 Platinum Koins
Kitana's 2nd outfit:
BQ – 1327 Gold Koins
Kung Lao's original outfit:
YJ – 1208 Ruby Koins
Li Mei's bikini outfit:
KX – 1406 Sapphire Koins

SHANG 'EM HIGH: Sub-Zero's fatality looks curiously like an American customs procedure. At first.

BIG FRIENDLY BRYANT



Aww. It's all been a bit much for Jonnie recently. After his unprecedented four appearances in last issue, a chance encounter with a Roald Dahl book left him trying to fly by drinking Panda Pop and dribbling about snozzcumbers. Here we go, then:

"Christ, haven't you thought of anything else for this bit yet? And I suppose you're going to Photoshop some big ears on this picture as well, or something. Hrrrr... right. Get 100 Knockouts in *Smackdown*'s Slobber Knocker mode to unlock the Divas video. And no, it doesn't have anything to do with giants or big ears. I just can't think of anything else."
Fair enough, but that wasn't especially *friendly*... **"Shit off."**

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

TONY HAWK'S PRO SKATER 4 (M)
0E3C7DF2
1853E59E
EE9545E2
BCA99C80

Stacks Of PRO cash
DE0800B2
C19E7B82

Bullet speed
DE783572
FF3F9B83

Dizzy spins
DE78357E
FFF19B83

Open all levels
DE08043E
BCC19A82

Switchtastic
DE78357A
FFF19B83

Max PRO points
DE080046
BCA99B41
DE0800B6
BCA99B41

Speedy flips
DE783506
FFF19B83

Super air
DE78356E
FFF19B83

Rail master
DE783502
00A99B83

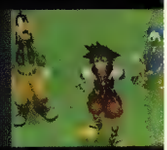
Hang time central
DE78356A
FFF19B83

Lip master
DE78350E
00A99B83

Moon ollie
DE783576
FFF19B83

Manual master
DE78350A
00A99B83

KINGDOM HEARTS (M)
0E3C7DF2
1853E59E
EE98BBA6
BCCFD6AE



Infinite munny
DEBE78C2
BCAA2122

Infinite HP
FEBFE435
BCA99B19

All trinities available
DEBFC0C6
BBA89A82

Max HP
FEBFE434
BCA99B19

All dalmatians
FEBFCD2B
BCA99B82
DEBFCD2A
BBA89A82
DEBFCD36
BBA89A82
DEBFCD32
3BA89A82

Infinite MP
FEBFE437
BCA99BE6

Max MP
FEBFE436
BCA99BE6

Max AP
FEBFE431
BCA99BE6

Inf armour – Gummi ship
FEE455AE
BCA99B82

Max STR
FEBFE430
BCA99BE6

Inf power – Gummi ship
FEE455B6
BCA99B82

Max DEF
FEBFE433
BCA99BE6

Sora codes

Max XP
DEBFE4EE
BC413102

PRO TIPS

"TEST AN EXPERT"

TEST... SHAO KAHN

He's the retired Lord of Outworld – and surprisingly arrogant, despite having just had his ass kicked by Shang Tsung.

POTTER CAKE: Break open barrels to find coins in Diagon Alley. How original.

HARRY POTTER AND THE CHAMBER OF SECRETS

Dear PSM2

On having bought *Harry Potter 2* and started playing it the same day I found myself stuck on the Avifors challenge. I don't know what I should do – after getting rid of the ectoplasm and finding all the passages, there seems to be nothing else for me to do. However, I always return to a room with chains going into it. There's a pillar in the middle of the room, it has a small part missing from it.

Carlo Cappalonga, via email

Deep breath, then. Use Skurge to de-slime the round doors and open the way. Then, hit the green wall button. Repeat this on the other side. This will unlock the two gated doors in the centre and bottom of the area. Go back and through the door near the green glowing cauldron. Use Skurge to get into the centre of the area you're in. Use your Lumos. You'll see a block highlighted in the wall. Push it out. This will allow you to climb up the central part. Make the jump across to the platform that's extended and work your way around. Use Skurge on the door when you get there. Go through the door. Drop down and pick up the book. You have received Avifors. 'Kay? *Um... feel the wrath of Shao Kahn. Ha! Eh? Eh?*

GRAND THEFT AUTO 3

Dear PSM2,

Could you help me on *GTA3*. I can't find the flatbed for the garage in Portland. It isn't in the Army Yard, so where is it?

Ryan Shead via email

The important thing to remember is, when you drive a vehicle 'type' more vehicles of that 'type' appear. So: go and 'jack the Barracks OL at the army surplus and drive around, there should soon be other Flatbeds driving around the streets since the Barracks OL is a Flatbed, army style. *Feel the, erm, power of Shao Kahn. Grrrr. Ah-ha-huuuuur! Sorry. Aw, my head hurts.*

GOLF HARASS: Always worth hanging onto your club - handy having a good 'driver' around. See?

TIMESPLITTERS 2

Dear PSM2

Do you have any idea where the third minigame is on *TimeSplitters 2*? I've got Anaconda and Astrolander but I've looked everywhere for the other game cart and I can't find it! Please help me.

Tom Wicks, Enfield

If you're talking about Racer, it's on the Robot Factory level – but only on the Hard difficulty setting. It's under one of the final ramps in the open section. *You weak, pathetic fool. Snarl. Rrrr.*

HITMAN 2

Dear PSM2

In *Hitman 2*, I'm trying to get all the Silent Assassin rankings – but in the Tubeway Torpedo mission, the target's beating up 47's friend in a locked room. You can shoot him through the observation room window, but there's no way to do it without alerting the guards that you've just avoided in the nearby barracks. Any suggestions would be much appreciated.

Don Hammond, Stoke

Ah. You should have found a mobile phone and a pager among your equipment earlier in the mission. Leave the pager on the table in the observation room, then ring it using the mobile phone and hide behind the door. When the general comes in to investigate, just strangle him with the garotting wire. He'll have left the door open, so just stroll through it and rescue your mate. Simple. *Feel the wrath of – hang on, am I actually in* Mortal Kombat: Deadly Alliance? *No? Then what's the ...? Oh.*

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

MORTAL KOMBAT: DEADLY ALLIANCE
Having trouble against Moloch? Take the cheap way out – just switch to a character with a side step sword-swipe and keep doing it against them, alternating with kombos.

MINORITY REPORT
Don't buy the invincibility or strength power-ups early on, no matter how tough a time you're having. There are a limited number of them, and if there aren't any left when you fight Ken Nara, you'll be crying.

X-MEN: NEXT DIMENSION
To unlock absolutely everything, go to the main menu. While holding down L1, press →, →, ←, ←, ↓, ↑, ◎. That includes Dark Phoenix and Sentinel A. Brutal.

MORTAL KOMBAT: DEADLY ALLIANCE
Yes, again. Having trouble with Shang Tsung? Just pick a character with an impalation move, back away and nail him with it – then run like the Dickens. He's vulnerable to this tactic.

DRAGON BALL Z: BUDOKAI
When in Tournaments, instead of trying to kill the CPU opponents, just lure them close to the edge of the ring. Tap ⊗ + ↓, then use a strong move to knock them out the ring.

KINGDOM HEARTS
The Longest Game In The Entire World not quite long enough for you, eh? Then complete the game with all keyholes, 99 Dalmatians, and the Hades Cup to receive an alternate ending. Oh yes.

DEAD TO RIGHTS
When you're fighting the first boss, just rush him and shotgun him to bits straight away – the longer you leave it, the more goons he'll be able to summon from the wings and the worse your chances get.

...aaaah, the unmistakable sound of It Bites there on 93.6. Right. **Yo-ho ho!** You're listening to the sound of Vice City's No.1 pirate radio station – parping dirty nuggets of sound advice up your greedy cochlea. *Hwwwoooonk!* <sound of airhorn> We're abso-bloody-crazy-lutely here. Honestly. It's a madhouse. **A MADHOUSE!** Put some clothes on, **you monkey!** Woo-hoo! Woah – here comes a talkie bit...

VC LOVER 93.6

Over to caller on line one...

"I have completed everything else in Vice City except for the stolen cars list at Sunshine Autos – basically, I have all the other vehicles in my garages except for the Stretch. Could you tell me where to find one?"

Well, well, well. Go to Diaz's Mansion – as you come in there should be a garage to your left. Right against the wall there is an Infernus, so keep moving past it, and on the other side of the stairs there should be a parked Stretch.

On line two we have Yonatan...

"Hello. I have a big problem with something and I must have an answer. I took over Diaz's Mansion a long time ago, but I travel a lot and I don't spend a lot of time at the mansion. I came back once and found the place trashed: pizza boxes, beer bottles, garbage bags, crooked pictures, stuff like that. I must know how to clean the place up. I tried to "re-educate" my people around the mansion (by shooting some of them) but nothing happened. PLEASE HELP ME!"

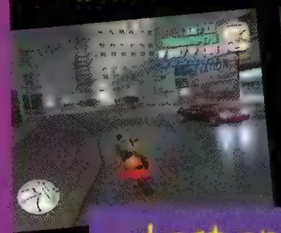
Sorry, dude – as far as we can tell, there's nothing you can do about it. And it only gets worse as time goes on. Bonkers!

Hwwwooooooonk!

OK, listen up – we've just had an email from 'D' Thurston, who needs help. "No matter what I do," he says, "I don't seem to be able to earn enough money." Suggestions, anyone?

Hmm. There's a sort of cheat that lets you earn cash fast. Just hold up the Dispensary – aim a gun at the clerk until he drops three bags of money, grab it and run. Normally this is a pain in the arse as it ups your wanted level, but there's a Pay 'n' Spray next door, so just nip in there to come out with a clean sheet.

Other ways to make money include:
- Knocking parking meters over with your car
- Getting into a bus – if you park at a bus stop, every time a passenger climbs in you'll earn $5.
- If you see a policeman chasing/fighting someone, knock the criminal down to earn a $50 Good Citizen bonus. Kick them while they're on the floor to earn cash – but don't use a gun or blade, as it'll send your Wanted level up.



Drop the airhorn, you muppet...

Another email, this time from Sean Pierce: "I've finished all the missions, collected all the packages and found all the unique jumps, and I'm still nowhere near completing it. What else do I have to do?"

You've got to finish all the Paramedic, Vigilante, Pizza Delivery and Firetruck missions, finish the stunt modes at the Hot Wheels Arena, rob all 15 stores and buy all the properties.

Right, godda liddle ledder 'ere from, er...

...yep, from Richard Downer. An' he says: "Great mates, are there any bulletproof vehicles in Vice City?" *Well, posse?*

Loads – but the best is Diaz' White Admiral. Either because he's a druglord or because of a programming glitch, it doesn't take damage when you run it into things, and it's bulletproof. To get it, simply kill Diaz or Lance when you arrive at the deal location in Guardian Angels instead of going to play sniper. Make sure you've got the cash to pay for a safehouse, mind.

Last one for this show, then...

We've had a snail mail from another absolute nutter – Mick Roberts from Leeds – who says: "I can't complete the 'Sir, yes sir!' mission – I just can't lead enough of the convoy away to swipe the tank."

Well, Mick, you don't have to. Just follow the convoy until it stops at the fast food shop. The driver'll get out, and then you just have to drive as fast as possible so you don't get busted. Incidentally, since it's so easy, why not drive the tank straight to your garage, fail the mission and then re-do it – leaving you with a tank to play with?

grand theft auto Vice City

Don't forget – if you're stuck somewhere in our beautiful city, keep those letters and emails coming. Keep it real – keep it 93.6. *Hwwwoooooonk!*

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Within these bamboo-and-paper walls you'll find only the greatest gaming ninjas. Join us...

NEW LEAGUES

WIN! **FEBRUARY FROLICS** Into 2003 and already you're showing you're determined to make this the best Dojo yet. Things are hotting up, with some new faces to give the old boys a rude awakening.

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a game of your choice. **PSM2**

HOW TO BE FAMOUS!

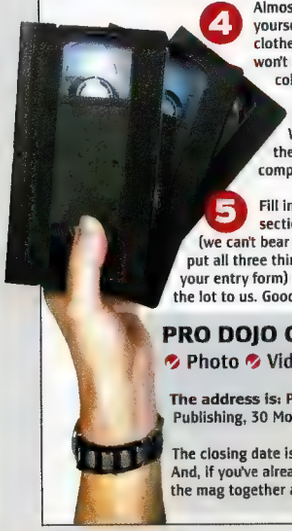
1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and, when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkey's. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.



PRO DOJO CHECKLIST: BINGO!

☐ Photo ☐ Video ☐ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Friday 14th February. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

TIMESPLITTERS 2

Things are getting tough already in the *'Splitters* Hall of Fame, with some outstanding times upping the shooter stakes to pro levels

GLASS SMASH
Bricking It

26.4	Tom Ward
26.6	Richard Hewat
26.7	Daniel Goulding
27.8	Ryan East
28.0	Will Meredith

INFILTRATION
Silent But Deadly

31.8	Wayne Drummond
33.9	Robert Milly
34.6	John O'Conner
35.0	Duncan Thatcher
38.7	Rich Merriot

BANANA CHOMP
Gone Bananas

47.4	Will Meredith
48.7	Richard Hewat
49.6	Daniel Goulding
49.9	Michael Hunt
50.1	Tom Ward

CUTOUT SHOOTOUT
Take 'em Down

4175	Daniel Goulding
4175	Richard Hewat
4050	Ryan East
4000	Will Meredith
3950	Ozric Hayter
3250	Peter Mawer

HITMAN 2 SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians – stealth-meisters only need apply.

ANATHEMA

4'25"	Will Meredith
7'27"	Richard Culling
7'56"	Barry Johnson
8'21"	David Mill
8'36"	Casper Baker

ST PETERSBURG STAKEOUT

6'22"	Will Meredith
6'25"	Tim Appleby
6'45"	Jonathan Smith Howell
6'48"	Douglas Buntrock
7'22"	Graham Burgess

KIROV PARK MEETING

5'47"	Will Meredith
7'59"	Joshua Stanard
8'16"	Febus Woodard
8'22"	Daniel Bale
8'47"	Alastair Sait

INVITATION TO A PARTY

3'22"	Will Meredith
8'23"	Adam Mayall
8'44"	Paul Brown
9'03"	Simon Codling
9'32"	Adrian Cliff
9'56"	Shaun Rodwell

TRACKING HAYAMOTO

8'43"	Toby Johnson
8'48"	Tomas Merriott
9'12"	Adam Savage
9'18"	Ken Wagatsuma
9'28"	Gary Driver

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'34"259	Paul McKenzie
0'34"439	Qaisar Siddiqui
0'34"419	Alex Roe
0'35"039	Gareth Smith
0'35"060	Dara Gray

AIRPORT TERMINAL 1&2

1'20"459	Paul McKenzie
1'22"459	Alex Roe
1'22"919	Qaisar Siddiqui
1'23"120	Chris Hill
1'34"819	Gareth Smith

INTERSTATE LOOP

1'00"940	Jamie Bryson
1'01"719	Paul McKenzie
1'01"879	Qaisar Siddiqui
1'01"939	Alex Roe
1'02"459	Chris Hill

88 INTERCHANGE

2'23"750	Paul McKenzie
2'26"699	Chris Hill
2'37"119	Alex Roe
2'49"179	Gareth Smith
2'50"773	John Goldstein

PALM BAY HEIGHTS

1'06"300	Paul McKenzie
1'06"8859	Qaisar Siddiqui
1'06"940	Alex Roe
1'07"580	Chris Hill
1'15"979	Gareth Smith

PALM BAY MARINA

1'29"100	Jamie Bryson
1'30"819	Alex Roe
1'31"079	Paul McKenzie
1'31"239	Qaisar Siddiqui
1'36"599	Dara Gray

SUNRISE VALLEY DOWNTOWN

0'44"400	Alex Roe
0'454119	Paul McKenzie
0'46"000	Jamie Bryson
0'46"239	Qaisar Siddiqui
0'46"739	Gareth Smith

SUNRISE VALLEY SPRINGS

1'07"166	Paul McKenzie
1'09"420	Alex Roe
1'13"579	Galvin Amis
1'14"260	Qaisar Siddiqui
1'14"834	Doug Perry

BIG SURF GROVE

1'09"281	Paul McKenzie
1'10"840	Dara Gray
1'12"000	Jamie Bryson
1'16"779	Qaisar Siddiqui
1'17"079	Alex Roe

BIG SURF SHORES

1'44"559	Dara Gray
1'45"580	Paul McKenzie
1'47"499	Qaisar Siddiqui
1'48"659	Chris Hill
1'52"059	Gareth Smith

CRYSTAL SUMMIT PEAK

0'46"233	Paul McKenzie
0'48"380	Alex Roe
0'49"899	Qaisar Siddiqui
0'50"599	Dara Gray
0'50"939	Gareth Smith

CRYSTAL SUMMIT LAKE

2'11"433	Paul McKenzie
2'13"233	James Young
2'13"876	Kevin Bull
2'14"939	Chris Hill
2'15"767	Tony Woods

OCEAN SPRINT

1'52"700	Paul McKenzie
1'56"179	Dara Gray
1'57"039	Jamie Bryson
1'57"139	Gareth Smith
2'00"316	Doug Weaver

HEARTBREAK HILLS

1'48"431	Paul McKenzie
1'56"559	Dara Gray
2'03"559	Galvin Amis
2'09"099	Luke Harvey
2'15"886	Lee Jervis

FREEWAY DASH

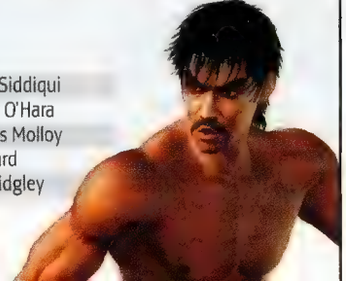
2'11"533	Paul McKenzie
2'14"999	Dara Gray
2'22"199	Jamie Bryson
2'25"699	Gareth Smith
2'31"479	Galvin Amis

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. Bish, bash bosh!

SURVIVAL MODE

Wins	Character	
20	Christie	Qaisar Siddiqui
18	Paul	Conner O'Hara
17	Nina	Douglas Molloy
15	Paul	Neil Ward
14	Yoshimitsu	John Midgley



GRAN TURISMO 3

What's that – no new entries this month, Tommy? Say it ain't so! Freeride Arcade times is what we're after, so grab yourselves a pad and get going speed freaks

SUPER SPEEDWAY

0'24'306	Vaughan Welsh
0'26'696	Daniel Byatt
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'27"786	James Walker

MIDFIELD RACEWAY

0'57"409	Vaughan Welsh
0'57"426	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'57"923	James Walker

SMOKEY MOUNTAIN

0'49"403	Graham Greenall
0'49"582	James Walker
0'52"295	Vaughan Welsh
0'56"629	Christopher Hill
0'56"644	Chadi Samad
0'57"861	James Gott

TRIAL MOUNTAIN

1'04"681	Vaughan Welsh
1'06"337	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry

SWISS ALPS

0'56"784	Kim Saarinen
0'58"669	Christopher Hill
1'02"484	James Walker
1'04"600	James Gott
1'04"681	Vaughan Welsh

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders – keep it varied, with a good spread of stunts. Steer clear of the career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

IN THE DOJO

›PLACES FOR FACES

WINNER! **DANIEL GOULDING**
Look into my eyes...

Daniel's bagged a massive *TS2* cut-out-shoot-out score this month. Richard Hewat scored the same, but for getting there first, Daniel wins himself a game.

WINNER! **DARA GRAY**
Don't make me angry...

Dara 'Lou Ferigno' Gray's put in a stonking time on *Burnout 2*'s Big Surf Shores, amid some stiff competition. Don't get too comfortable, Dara...

WINNER! **JOSH EXTON**
Go on, pick my nose...

Gangster number one Josh takes an easy first place with his 30-minute-plus rampage in the dying days of our *GTA3* challenge. Get those *Vice City* entries in.

WINNER! **QAISAR SIDDIQUI**
Dressed to kill...

Snappy dresser Qaisar breaks into the big time this month with his winning *Tekken 4* entry, plus some hot times on our *Burnout 2* challenges.

WINNER! **GALVIN AMIS**
Naughty but nice...

Galvin makes it into the Dojo this month, not for his blistering times (of which there weren't any), but for the quality tape on which he sent them. Say no more, Galvin.

Once again it's the game of your choice fellas. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

We've gone for the UK-only stages for this one, although you *can* opt for whichever ride and driver you want to get dirty with...

TOP TIMES

Warwick

2'51"84	Rodger Woods
2'52"07	Derek Stocks
2'53"01	Robert Tyler
2'53"06	William Sykes
2'53"27	Dean Lockheart

Stone Leigh

3'00"92	Robert Tyler
3'01"44	Paul Curry
3'02"38	Tom Norlund
3'02"93	Charlie Cooke

Little Cawford

2'18"62	Peter Radcliff
2'18"88	Derek Stocks
2'19"23	Simon Mathews
2'20"56	Dan Storr
2'22"04	Sam Leveritt

Llangurig

3'06"40	Robert Tyler
3'34"65	Carl Thompson
3'39"87	John Midgely
3'40"45	Rodger Woods
3'41"00	Andrew Manson

Llyn Clywedog

2'22"40	Robert Tyler
2'23"68	Chris Lewis
2'23"87	John Townsend
2'25"05	Chris Worrell
2'25"54	William Sykes

Rhayader

2'54"24	Shaun Henderson
2'54"43	Daniel O'Sullivan
2'54"78	Paul Curry
2'55"17	Derek Stocks
2'56"00	Charles Abram

Stonetthorpe

1'16"52	William Sykes
1'17"73	Lee Burton
1'17"96	Donney McCallum
1'18"32	Carl Thompson
1'18"59	Francis Collett

GRAND THEFT AUTO: VICE CITY

NEW CHALLENGE!

The *GTA3* leagues have finally been retired, to make way for a couple of brand new *Vice City* challenges. Get practising, and get those tapes in, we want to see how good you really are...

THE PCJ PLAYGROUND CHALLENGE

Activate the PCJ playground mission by hopping on to the bike leaning against the big grass-verged building near the Malibu Club (see Issue 31's DVD for details). Now you've got two minutes to complete the tough 24-checkpoint course. No cheats now – this is a pure test of your bike skills. You can complete the course in any order you like, and the fastest times make it into the league. What are you waiting for? Send us your entire runs on VHS and get your face on our DVD.

FASTEST TIME

01'52"00	Jeremy Matthews
01'54"00	Andrew Jenkins
01'56"00	Charvinda Singh
01'58"00	Paul Nicholson
01'59"00	Sally Bridge

THE CROSS-TOWN TRAFFIC CHALLENGE

Back by popular demand, the Cross-Town Traffic Challenge makes a very welcome return, this time taking in the sights of the glorious Vice City. As before, you can use any vehicle and any number of cheats you like – as long as you don't use any aircraft or the flying cars cheat.

Beginning at the Hyman Condo in the Downtown district, you must make your way to the Lighthouse in Ocean Beach. Drive right up to it, and hop off, or out of, the vehicle to finish. Go on; show us what you can do – and don't forget, we want to see your *whole* run, not just edited highlights, so get taping.

FASTEST TIME

2'37"00	Thomas Jurgen
2'38"00	James Price
2'44"00	Karl Jones
2'58"00	Orlando Denner
3'07"00	John Bingley

CRAZY TAXI

Hey, hey, hey! It's ancient but you're still loving making that crazy money. Get out there and earn top dollar.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

First, make sure you've fulfiled the criteria, then send us the video evidence to prove that you're the master of the bare-knuckle brawl.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

SSX TRICKY

All quiet on the slopes this month, but we reckon there's plenty of life left in this golden oldie yet. Stat up your boarder however you like, then leap suicidally off any of the mountains below. Banzai!

TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Merqury City

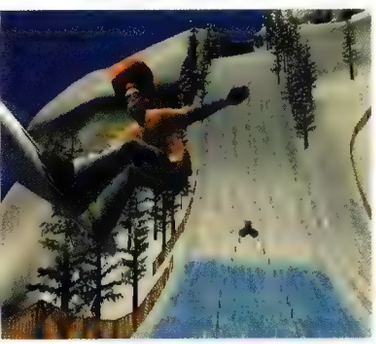
2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,036,880	Amanda Offord

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole



Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Merqury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

DEAD OR ALIVE 2

DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'14"72	Jan M de Vlas
1'17"27	David R Holt

METAL GEAR SOLID SONS OF LIBERTY

OK, so the *Substance* challenge didn't quite make the cut this month but our current Boss mode league is still packed with talent.

OLGA

00'16"94	James McNeela
00'17"92	Shaun Mannion
00'17"96	Lee Walker

FATMAN

00'21"78	James McNeela
00'25"22	Ryan Lee Cant
00'24"46	Lewis McKenzie

HARRIER

00'32"98	Lewis McKenzie
00'40"20	James McNeela
00'41"44	Desmond Foley

VAMP

00'01"88	James McNeela
00'02"92	Lee O'Halloran
00'03"12	Lee Walker

METAL GEAR RAY

00'07"26	James McNeela
00'08"92	Christopher Hill
00'08"92	Russell Porter

SOLIDUS

00'27"20	James McNeela
00'34"18	Lee Walker
00'40"46	Christopher Hill

OVERALL TIME

2:10:46	James McNeela
2:46:24	Lewis McKenzie
2:48:74	Desmond Foley

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

STATE OF EMERGENCY

These crazed maniacs can't get enough of our *SOE* league. Can you do any better? Well, can you?

THE CAPITOL CITY MALL

3-Minute Kaos

2,356,300	John Keighley-Bray
1,642,800	Daryl Turnbull
724,700	Carl Robinson

Last Man Standing

2.50	John Keighley-Bray
3.09	Sean Bedford
4.26	Anthony Rose

CHINATOWN

3-Minute Kaos

3,100,700	John Keighley-Bray
1,434,400	Daryl Turnbull
538,000	Danny Barham

Last Man Standing

3.29	John Keighley-Bray
5.07	Dean Cash
5.17	Anthony Rose

EAST SIDE

3-Minute Kaos

2,165,900	John Keighley-Bray
574,300	Danny Barham
532,700	Carl Robinson

Last Man Standing

1.51	John Keighley-Bray
2.49	Anthony Rose
3.21	Andrew Cooper

CORPORATION CENTRAL

3-Minute Kaos

2,005,200	John Keighley-Bray
625,500	Carl Robinson
608,400	Anthony Rose

Last Man Standing

3.57	John Keighley-Bray
8.35	Anthony Rose
10.33	Sean Bedford

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)

I've got the following scores...

Game Score

Name .....
Age .....
Address .....

GTA: VICE CITY

PART 3

FRANKIE SAYS It's the final part of the main bit of *Vice City*, and as the missions get tougher, the costumes get snappier and the cars get faster. Grab a katana, stick some Hall and Oates on the stereo and enjoy the ride.

grand theft auto vice city

AIM OF THE GAME

You're Tommy Goddamn Vercetti, Goddamn it – and you've been in town too long for this small-fry stuff.

Had enough of battering skaters for pocket money? Doing petty jobs for other chumps? Delivering pizzas and playing at chauffeur to pony up the scratch? Time to start making some serious wedge by taking over the city. .

VICE TO SEE YOU

Once the biker missions are completed, you're well into the final section of the 'game' game – the bit using the central story. But you're also able to start buying properties which have missions of their own. Once you've got control of them, places like the porn studio will do business on their own, giving you cash on a regular basis.

WHAT WE SAID...

PSM2 ISSUE #27 October 2002

"*Vice City*'s everything a sequel – everything a *game* should be. It's different, it tries things that haven't been done before."

WHAT WE SAY NOW

Rather than creaking under all the expectations, *Vice City* has flourished Quite simply, it's the best that videogaming can offer. One of the best games ever made.

97

BIKER MISSIONS

ALLOY WHEELS OF STEEL

Follow the spade icon on the map to the biker bar. You have to convince the bikers you're worthy of their company, so a race is on.

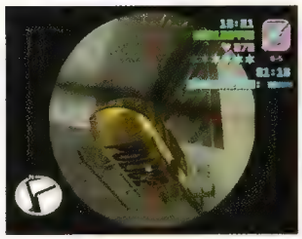
Grab one of the bikes parked outside and line yourself up about 20 feet back from the start line. We're gonna cheat, so simply blast your way through the pink start grid and fire at the other racers before you get there. The race will start and you'll already have a healthy lead because of the speedy run-up you took. The trick in the race is to blast along in the straights, but slow as you get to the corners and handbrake turn into them. A smart move is to push forward on the bike so you duck and lower the wind resistance. It gives you an extra speed boost the other racers don't possess. Use that on the initial straight and you're sorted.

You can ram the other racers, but don't attack them in any other way. You can also cheat in an even more dastardly manner...

When you're hunting for a bike, head down to the industrial area at the south end of the city and grab a huge truck and park it in front of the two right-most riders. Steal the third one's bike and drive off. The truck'll block their way and leave you clear.

Reward: $1000

BIKE JONZE: Tommy whips out his gat, but resist the temptation to cap other racers.



HELI FURTADO: Careful aiming can be enough to take 'em down, but it'll aggravate cops.

ROOF FAIRY: You'll need a lightning fast bike and a keen line-up to succeed here.

MESSING WITH THE MAN

You have two minutes to fill up your chaos meter to maximum. Why? The bikers want to show the world they're not to be messed with. First, stock up on Rockets and Grenades or Molotov Cocktails. Make sure you're wearing Armour and have full Health as well. There's no real mission here, you simply have to kill as many people, blow up as many cars and cause as much trouble as possible. There's a simple trick that'll give you an ultra-easy chance to win this one. Blow one car up and fire at it continually. The chaos meter will rise even though the car is already beaten up. Neat!

Reward: $2000

HOG TIED

Big Mitch (the biker leader) has had his bike nicked. Get to the Ammu-Nation that's hiding the bike and nick a PCJ 600 bike. Now head down the road nearest the store. Use the stairs facing the store to jump on the roof.

Snipe the guards on the roof then take a long drive up to pick up speed. You should manage to land on the roof quite easily. Leave the roof via the two sets of stairs and kill anyone who attacks you. Take the bike and drive it back up the stairs you entered the area from. Then simply jump off the roof and drive to the bar.

Reward: $4000

PHIL'S PLACE

GUN RUNNER

In this mission, Phil wants you to stop some mobile gun dealers. There are four trucks to deal with here, but it's not too tricky. Ram and drive by the front of the trucks, and weapons will fall off which you have to grab. Be quick here.

Reward: $2000

FEELING TRUCKY? Get a grunty vehicle to deal with the trucks, or you'll explode.

BOOMSHINE SAIGON

Phil blows his arm off. Sadly you inhale some of his boomshine, which makes driving to the hospital with him a lot more hazardous. The best method is to take it easy. Phil's got enough life in him to get there and then some, so there's no point in gunning the van, as it'll only make it hard to control. Be prepared to leave the hospital as soon as you get there, as Phil doesn't want a normal hospital, he wants an army one. Again, take it easy. You have time to spare.

Reward: $4000

BOMB CRUISE: Don't mess around with TNT, kids – it'll only end in tears.

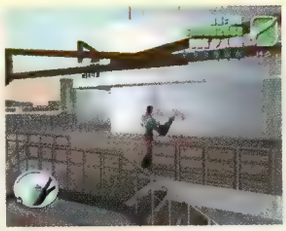
PROPERTY MISSIONS

THE PRINT WORKS
Cost $70,000

SPILLING THE BEANS

After purchasing the old print works and having a chat with the old fella about money, get in the cab and head to the Malibu. The guy there will mention the docks, so head to the blip on the radar. The boat where the shipping master is, is heavily guarded, so take it slow and steady. Auto-aim with L1 as you walk through the ship. A Shotgun is the best weapon to use. Get the information and your Wanted level increases.

If you need Health, there's some under the gangway, so nab it and drive back the printworks. Mission sorted.
Reward: $2000

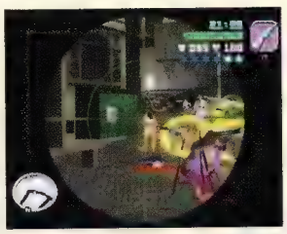


SHOTGUN BLUES: Use the stubby for close-range instant killage. Boomshanka.

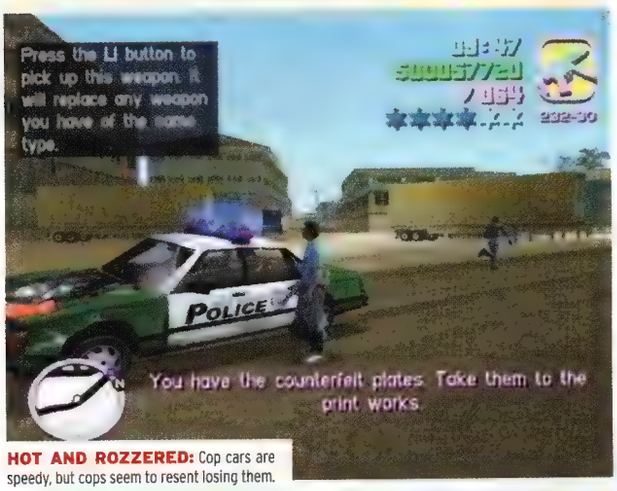
HIT THE COURIER

You need aimable weapons – the PSG and Sniper Rifle are perfect – and a fast car. Also make sure you're maxed out in Armour and Health. You have to take out the courier with the counterfeit plates then steal the plates. Head to the pink blip on the radar. The yellow one is the position of the courier. The first thing you need to do is take out the sniper and the car tyres. Either the PSG or the Sniper Rifle are great for this. Carry on firing into the bodyguards until the courier sets down.

With the tyres popped, her vehicle will be much slower, so ram it until it explodes. She'll escape, but if you're in a car she's no match for you. Grab the plates from her body then speed back to the printers.
Reward: $5000



COURIER CRIMINAL: If you aren't sure about your driving, hit the tyres.


Press the L1 button to pick up this weapon. It will replace any weapon you have of the same type.
POLICE
You have the counterfeit plates. Take them to the print works.

HOT AND ROZZERED: Cop cars are speedy, but cops seem to resent losing them.

BOATYARD MISSION

THE BOATYARD
Cost: $10,000

CHECKPOINT CHARLIE

Not really a mission, but once you purchase it you get to race the boats around the docks collecting the packages. Try not to turn too hard in the boats or you'll lose control. Keep pumping and letting go of the accelerator to have an even run.
Reward: $1000

YACHTS GOING ON: Of course, the packages get you plenty of extra cash.

PORN STUDIO MISSIONS

PORN EMPIRE
Cost: $60,000

RECRUITMENT DRIVE

Buying the porn empire costs a hefty whack of money, but the rewards are interesting and fun. Your first mission is to grab some of those lovely ladies for the business. Follow the first blip to the infamous Candy Suxx. When her pimp drives up, shoot some of his tyres. Ignore his thugs and give chase. Keep ramming and shooting his car until it explodes, then return to Candy.

Drive to the next blip on the map to collect Mercedes, another performer. She's in the pizza place. From there you only have to deliver them to the studio to finish the mission.
Reward: $1000

PORN SLIPPY: Watch it when you're pulling skids - you don't want any accidents.

DILDO DODO

You've got a movie to advertise, and the only way to do that is to take to the skies and drop the fliers. Follow the blip on the map to the back of the studios and there's a Skimmer waiting – that's a seaplane to you. Take to the skies. The best way to do this is to start at the very north point, above the dirtbike track, and work your way down and back in a huge loop.

As soon as you activate the first checkpoint the next one is made clear. Follow that to the next point until you loop around from the airport over the docks. Follow the highway back up and the mission is over. Top Tip: Don't zig-zag with the plane as you might lose control of it. Take it easy and follow as natural a loop as you possibly can.
Reward: $2000

SHRINKING PILOT: If you've played the RC plane missions, this one's easy.

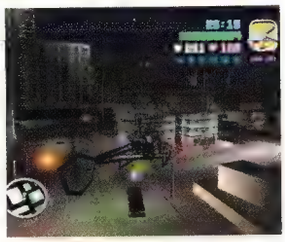
PLANE SAILING: Don't fly outside the city limits, mind - you'll crash the game.

MARTHA'S MUGSHOT

You have to tail Candy to her Congressman boyfriend's hotel and snap the pair in an intimate rendezvous. The thing to remember here is to ignore the advice on screen. Our method is much easier and safer.

Once Candy leaves the studio, head to the back and get in the chopper. It's a very handy machine so you should have no trouble controlling it. Follow Candy's limo to the hotel. Instead of getting out of the chopper and running into the hotel you land the chopper on the front awning of the hotel. This gives you the same opportunity to take a pic without the risk of being shot.

Snap them three times, then fly back to the film studio. If you did this in a car, your massive Wanted level would really make it hard, but in a chopper it's simple.
Reward: $4000

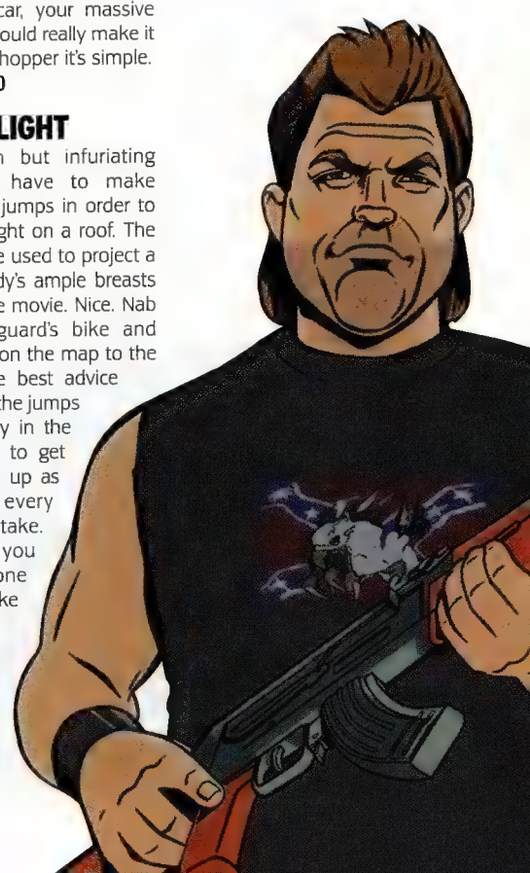


CHASE VENTURA: It's like Goodfellas - only *you're* in the chopper this time.

LEAP FEAR: Take the course at night, or in the rain, and you'll probably die.

G-SPOTLIGHT

This is a fun but infuriating mission. You have to make several insane jumps in order to access a spotlight on a roof. The spotlight will be used to project a picture of Candy's ample breasts to advertise the movie. Nice. Nab the security guard's bike and follow the blip on the map to the first jump. The best advice throughout all the jumps is to start early in the afternoon and to get as good a run up as possible in every jump you take. Make sure you never take one when it feels like you're under-powering towards it. Finishing this mission completes the Porn Studio asset.



PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

KAUFMANN CAB

FARE'S FARE: Not a tactic we'd recommend to real cabbies, you understand.

VIP

Your first duty is to pick the VIP up from Starfish Island, so hop in a cab and get motoring there.

You only have a minute. Follow the blip and beep the horn when you're in the marker. Another cabbie shows up and steals the fare, so you have to make him pay. He drives pretty straight, so ram him as much as possible. Keep it up and the fare will hop cabs into yours.

You now have to get him to the airport with the attention of the other cabbie on you. Make sure you use lots of shortcuts through alleys. The area is full of them. You should lose him fairly quickly if you do this. Then it's plain driving to the Airport.

Reward: $1000

FRIENDLY RIVALRY

This one's a lot easier than it first appears. You have to destroy three rival cabs that are patrolling the city. There are two things that make this easy. The first is that you don't need to use a cab if you don't want to. As soon as you see a better car just hi-jack it. The second is that as soon as the violence begins the other cabbies will drive straight towards you. There's no dodging here, but you can use this to your advantage. Park your car across the front of theirs and drive-by shoot their engines. It takes mere seconds to destroy them all, and your problem's solved.

Reward: $2000

CABAGEDDON

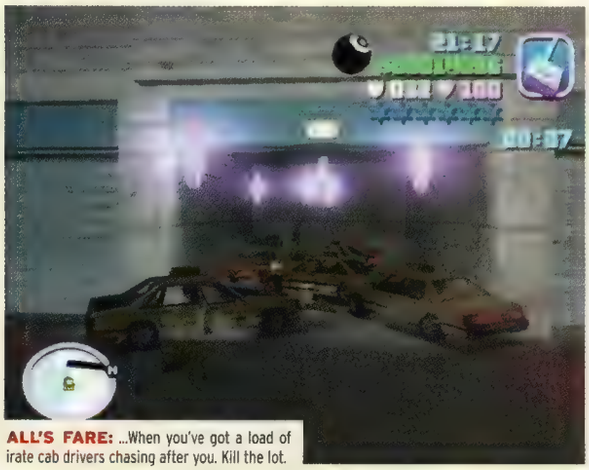
Mercedes wants you to pay her a visit, but unfortunately the rival cab firm are still on your tail. Follow the blip to the docks and sound the horn in the purple area. Mercedes won't show, but the entire staff of the rival cabs will. Drive into the b-ball-marked garage in the corner of the area.

You have two choices here. Either the car will get rigged with a bomb and you can escape and detonate it, or the car will be protected by all the other cabs trying to grind it.

When the timer runs out, the head cab will turn up. Stay on foot and run behind the concrete pillars. Use either a Sniper Rifle, PSG or Rocket Launcher to take him out.

Reward: $3000

Taxi Cab asset unlocked.



ALL'S FARE: ...When you've got a load of irate cab drivers chasing after you. Kill the lot.

THE MALIBU

DISGUISE CRAZY: We can't get over how much he looks like Copland-era Stallone.

NO ESCAPE

You have a safe to bust into, but first you have to break the safe breaker out of jail. Follow the map to the yellow blip. Park a fast car outside the police station. Inside the police station, head left into the locker room and collect the uniform. Now follow the high blip to the keycard then the lower blip to the basement where the cells are. Let Cam out and protect him. A Shotgun is good as it's instant death for anyone in your way. Get to the car and drive as fast as possible to the blip to get the car resprayed. The route there has a few small alleys, so use these to your advantage. Once the car is sprayed your Wanted level will drop and you're free to deliver Cam to his home.

Reward: $1000

SPRAY ANYTHING: Work out your route to the Pay 'n' Spray before you start shooting.

THE SHOOTIST

This one can be easy if you're calm. Get to the blip on the map and through the back of the Ammu-Nation to talk to Phil. He'll challenge you to a shooting contest. In the first round the easiest way to beat him is to line up a shot where all three dummies are in a straight line. Constant firing over that area will take them all out.

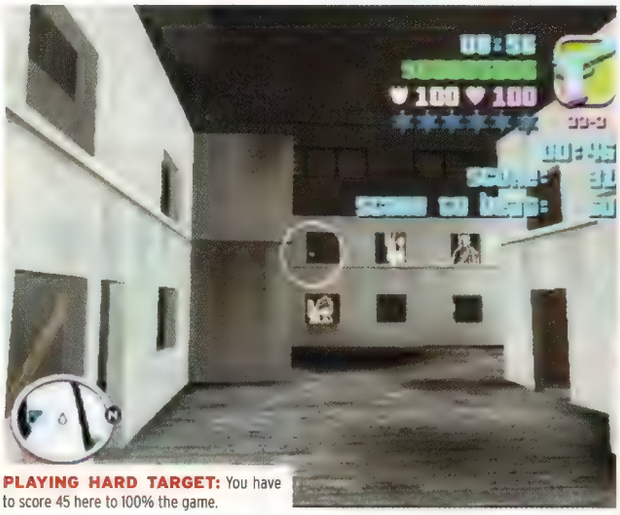
The second round is even easier. Smooth movement of the stick, as long as you don't move it diagonally, will yield results. The third section is more about pot luck, but if you're good enough you can have the score wrapped up by the time you get here.

Reward: $2000

WHEELY WILD SHOW: It's always a laugh to bail out of your car at intersections.

THE DRIVER

The hardest mission in the game, unless you follow our lead. Meet the driver outside the Malibu. You have to beat him in a race for him to join you. The race is a large loop through the streets of Vice



PLAYING HARD TARGET: You have to score 45 here to 100% the game.

CAGNEY AND RACEY: This one's tricky because he's in a much faster car than you.

SPEEDER OF THE PACK: Sort yourself out some decent wheels to nab mid-race.

SWAT YOU GONNA DO? Take out all the cops with some Dirty Harry gunplay.

City, but you're in a fairly crappy car and his is speedy. Add the police chasing the pair of you and you're in for a sticky ride. So cheat. Before you accept the mission, park a Comet or Cheetah near the Police Station just at the bridge, not far from where you start. When you start, ram and drive-by shoot him until you get to this point, then switch into the fast car. From here it's just a case of taking him on on even terms. Both of these cars corner brilliantly, so keep tight and fast and you should win out.

Reward: $3000

THE JOB

The gang's all set, so tool up and wheel out. Get in the taxi and follow the blip to the bank across town. Enter the bank and be calm. Head upstairs and don't shoot until the security guards show up. Head to the second floor and the vault. Leave Cam there and search for the manager, who's cowering in a room on the first floor. He'll follow without the need for violence.

Once the vault's sorted out head to the lobby where the SWAT team are about to make an appearance. Use the Magnum – it's a speedy one-shot kill. Auto-aim every SWAT guy and kill him. You'll have no trouble at all here.

Head outside and watch your getaway driver be mown down. Again, auto-target the SWAT guys nearest the taxi and hop in. Reverse into the road and follow the blip to the nearest Pay 'n' Spray. Once you're covered, drive to the blip and finish the mission.

Reward: $50000.

The Malibu asset is unlocked.

FINAL MISSIONS

CAP THE COLLECTOR

When you arrive at the print works, the old geezer has been roughed up. Sonny Forelli is responsible, and he's come to collect on the profit. All the properties you've garnered are at risk from his tax collectors, so look at the map. The red blip represents the property at risk.

Head to the boathouse to get a head start and take out the thugs on bikes. They're easy enough – you just have to ram them. Pick up the nearby Rocket Launcher to help you with your cause. You're basically now chasing the red blip all over town. The collectors are tough, but the Rocket Launcher will soon have them begging for mercy.

Reward: $30,000

KEEP YOUR FRIENDS CLOSE

Head to your mansion on StarFish Island for the final mission. The mob are coming and they're not happy with your antics thus far. You have to protect the safe, shooting 15 or so goons who attack. Use the Shotgun or Magnum, keep swapping the auto-aim quickly and the thugs'll fall easily.

Next up is Lance. Chase him to the roof top. When you get there grab the adrenaline pill to help you with reaction speed. Aim for the barrels to take out groups of guys at once.

Lance is tough, so you have to keep on moving, but he'll die as easily as the others.

Back in the mansion and Sonny shows up with a whole heap of trouble. Use your desk as cover and continually auto-aim and fire into the thugs until you kill Sonny. His back-up will hang around, so focus on him. When he's dead, the game's over.

TOMMY LANCE: Who'd have thought he'd be a traitor, eh? Well, actually...

THE GETAWAY

PART 2

YOU'VE played the Hammond organ, now dance to Carter's tune, as the renegade cop takes a metaphorical cheese knife to Jolson's Edam of organised crime to uncover the stench of corruption. Stealth missions? You Feta believe it.

the Getaway

AIM OF THE GAME

Crap a cake – you only go and finish the game playing as Hammond, creating little angry blub puddles in bloodshot goggleholes, then you're told to do it all again with renegade copper Frank Carter – but this time from a subtly different, pant-knockingly rock hard, perspective. The good news is that Carter's bit is loads better than Hammond's, equally full of needless post-irony comedy swear-mongering and you haven't got to dodge any more laser beams. Well, not in the game, anyway.

CARTER, YOU JAMRAG

You awake to find yourself in a seedy brothel – and spookily enough, that's where the game starts too. Carter's section is Minibix-packed with shooty goodness, including another Yardie house mission, the rockin' Soho street riot – violence is bad, though, OK? – and stealth sections that will age you quicker than a peak at Lisa Riley's birthday suit.

WHAT WE SAID...

THE GET AWAY

PSM2 ISSUE #01 October 2000

"This could be the PS2's killer app for Xmas 2001! This comes close to matching *MGS2* in terms of PSM2's level of anticipation."

WHAT WE SAY NOW

A fearsome achievement with glimpses of genius, hampered by flawed controls and linearity. It's certainly worth a butcher's, but it's a cut below truly essential.

78

MISSION 13: THE BARGAIN BASEMENT

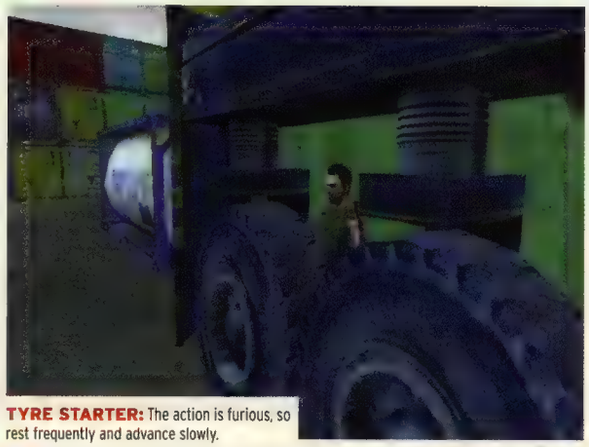
Run into the brothel, then go straight and follow the corridor left. Joe will run up the stairs to your right and they'll collapse beneath him. Follow the corridor until you reach some more stairs. Several bad guys will shoot at you along the way. Head up the stairs and enter the doorway on your left. Shoot the man in here, then leave the way you came in.

Opposite the stairs is a hole in the floor. Sidestep to get to the other side, then go left. Shoot the guys in the corridor. Keep following the corridor – about halfway down, someone will shoot through the wall and start firing at you. Just keep walking to a string of red lights. Again, sidestep past the gap in the floor. On the other side you'll meet up with Joe.

Go up the stairs and turn right, then left. Some armed officers will join you. Polish off the group of gangsters at the end of the corridor and follow the corridor to a gap in the floor. Inch your way across it and go left. Jake is in a room down here. Let the armed officers arrest him.

You have to drive Joe to the hospital within the time limit. Try to get over how strange it is to be on the right side of the law! Get into one of the police cars and wait for Joe to climb in. Follow your indicators and also the police that have stopped the traffic along the way for you. Make sure your sirens are on – other cars will get out of your way. Drive flat out on the long straight road and you should make the time limit without a problem. Don't crash the car – Joe won't follow you into another car. Pull up outside the hospital entrance to finish the mission.

POLICE RELEASE ME: The cop motor is one of the premium vehicles - dead fast.



TYRE STARTER: The action is furious, so rest frequently and advance slowly.

MISSION 14: SHOW SOME REMORSE

Take a drive over to the depot – very straightforward. Use your siren to get through the traffic faster. At the depot, shoot as many of the gang members as you can, and take down the sniper standing on the crate. As you can see, you need to cross the yard without being hit by any moving machinery. If you take it slowly, this is quite easy.

When you're in between the crates, you're safe. Always wait until the machinery has just passed you before moving, and don't make any rash moves – the camera angle means that you can't see if a bit of machinery is about to hit you. If you find yourself in a position where you're about to be run over, using stealth should ensure you don't get hit. There will be a few Yardies in between the crates with you, so stay on your guard. When you reach the side of the yard with no machinery, you just need to get across in one piece.

There are quite a few Yardies hanging around at this point. Check around each corner before proceeding, watch your back and make sure you rest if you get injured. It's best to check around the yard to make sure no one else is lurking before proceeding to the car park type area. Then no one can sneak up behind you.

When you reach the car park, uniformed officers will join you. Help them take care of the remaining Yardies, then walk over to the parked white van on the far side of the car park. The suspects are sitting inside.

DID YOU KNOW?

RELOADING

If you've fired off a few bursts and there's lots of weapons lying around, don't just wait until the gun freezes, but ditch it early and pick up another. There's nothing worse than swinging around a corner, only to find you're packing weapons marginally less effective than ripe bananas. Keep tapping ▢ to re-load your shooters and stay ahead of the game.

MISSION 15: DISTURBANCE IN SOHO

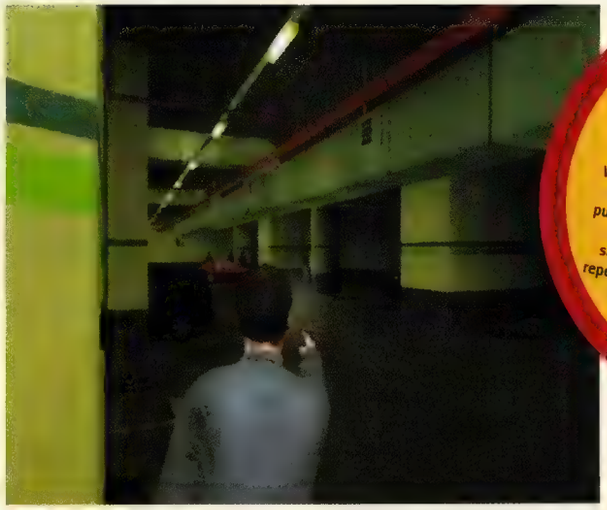
Drive to the restaurant at top speed. You have quite a tight time limit to meet. The car that you start off in is nice and fast, so try not to crash it. Don't use your sirens now that you've upset a few people. As breaking the law attracted the police when you were Mark, being the law attracts the thugs and you'll be shot at and rammed. Use the pavements if the traffic is heavy.

Once at the riot, head for the smoking police car. Help the uniformed officers kill the thugs shooting at you from further up the road. Keep moving forwards, returning to a shop doorway to rest if you need to. Make sure you grab the Assault Rifles and Shotguns that will start to litter the ground. Once these thugs are good and dead, some silver cars will turn up, and a few more people will get out and start shooting. Kill them, then walk up to their cars and a police car followed by more gangster cars will arrive.

The last gangsters that get out of these cars are tough to kill and armed with powerful guns. Get into one of the silver cars and drive as fast as you can into them. As they'll be shooting at your car, you'll only get two or three chances to drive back and forth.

When your car starts smoking, jump out and finish off anyone left still standing.

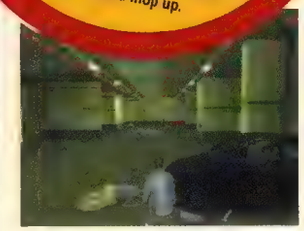
PRACTICAL SMOKE: You can still auto-aim, though the enemy can't see you.



DID YOU KNOW?

MELEES

When the screen fills up with goons, don't run in all guns blazing – you'll leak blood like a punch-drilled colander. Hide behind the corner and prioritise your targets into rapid-hit salvos. Pop out, ice a few foes, retreat and repeat. Quite often, like on-board the Sol Vita, it's best to sit back and let the enemy shoot themselves, then you can skip in and mop up.



MISSION 16: PAINTING THE TOWN RED

China Town is just around the corner. Drive to the street where the gangs are fighting and drive up it until your hazard lights start flashing. Now get out and run towards the NCP car park and shoot the gang members that are by the entrance. Walk down the ramp – there are loads of gang members at the bottom in the car park. Roll when out in the open and use the cars and walls for cover.

Your Pistol is the best distance weapon. The Assault Rifle is also effective at a distance. Once this group is dead, head down the next ramp. Again, use the walls to hide behind and kill all of the gang members who are standing around the car further down the car park. Once they're dead, go down the stairs that are on your left. Go to the first exit you reach and start shooting the people out in the car park. Uniformed officers will come down the stairs behind you to help.

Once all the bad guys are dead, go down the ramp and take out more gang members on the far side of the car park. Now, walk down the next ramp. Cross this car park level carefully as cars will screech past. Stick near to the wall. There should only be a couple of gang members to worry about on this level. Walk down the next ramp. There are loads more gangsters to shoot down.

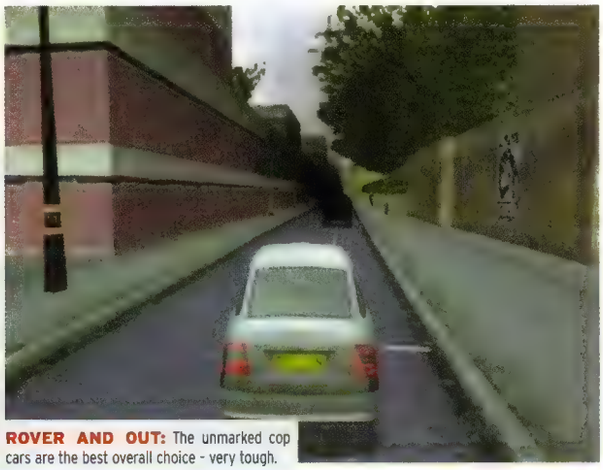
Once you're down to the final person, uniformed officers will come and arrest him.

MISSION 17: ESCORT DUTY

This is quite a tricky one. As soon as the police car has gone up in flames, stamp on the accelerator and go after the black Land Rover at full pelt. However, don't waste your time with those gentle bumps from behind like before, as it'll just speed him up. It'll also slow you down and hardly do him any damage at all.

Keep the accelerator pressed down hard, and use the hand brake for cornering. Once you've managed to catch up with him, pull up alongside and try to shunt him into a wall as hard as you can. As soon as smoke starts to come out of his car, he'll begin to slow down a bit, which is your opportunity to inflict the most damage. Then you can keep ramming into him until the car goes up in flames, and that'll be him sorted.

Next you have to follow your car's indicators to the prison van convoy. If you write off your car at this point, it's all right to grab another. Drive quickly as there's a time limit. Once you get near to the van, the mission will end.



ROVER AND OUT: The unmarked cop cars are the best overall choice - very tough.

MISSION 18: THE VIGILANTE

Follow the car's indicators to the Yardie drug factory. The entrance to the building is down an alley, guarded by a gang member. Shoot him and go down the alley, shooting the other Yardies that're down here. Go up the stairs and be ready to take on four or five Yardies who come out of the room at the top. Rest if you need to, then enter the room and kill the remaining three or so who are hidden behind loads of dodgy plants. Shoot the turnstiles if you fancy stopping the music. Exit the room and go up the next flight of stairs.

Look around the corner into the next room. It looks a bit like a science lesson in there. Take out the Yardies from the safety of the doorway. Retreat down the stairs to rest if you get hurt. Your bullets will start a fire. Finish off everyone in the room and wait for the fire to settle. Walk through the doorway and you'll find the rookie cops.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

WARD OF ADVICE: You need to be really quick to save your pal, don't jimmy about.

DID YOU KNOW?

INTERACTION

Sure, you probably know that you can shoot the Yardie DJ and blow the record off the decks but did you know you can shoot the steam pipes and scald your foes? You did? Oh arse. Anyway, always be on the lookout for fire extinguishers, barrels and crates – they're your one pop shop to exploding goodness. Just stand back, or it's cheerio shoe polish.

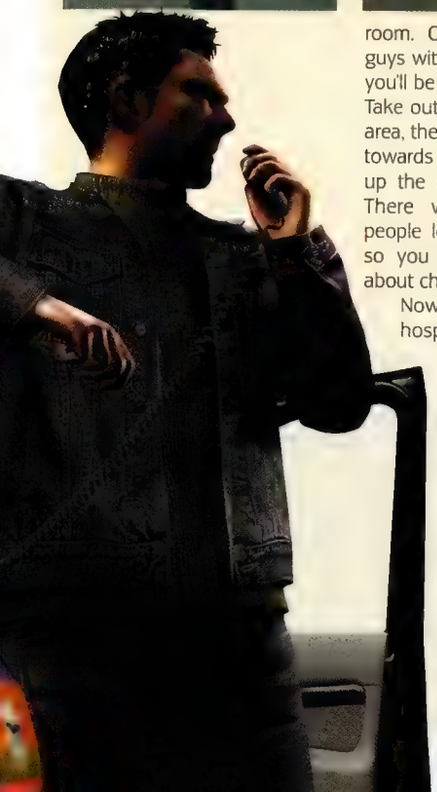
MISSION 19: STALKING MCCORMACK

Exit the drug factory the way that you came in. Shoot the two Yardies who are blocking the exit, and then pick off the remaining people who are fighting in the yard. When the police arrive, it should be safe to exit the yard. There'll be a couple of people to shoot in the street. Find a car and head for the police station.

Once your hazard lights flash, McCormack will drive out of the police station car park. If you don't see him, just follow your indicators until you catch up with him. He's in a red Vectra. Your hazards will flash if you get too close to him. If you do get too close, he'll spot you and the mission will end. Keep following him. Try to keep him in sight – you'll fail the mission if you lose sight of him for 45 consecutive seconds. Once you reach the depot, wait for him to exit the car and walk inside before following.

Take the door behind the desk, then the one to the warehouse. Wait behind the crate to the right of McCormack and the other guy until they walk away. Follow behind them at a safe distance and when you reach a brick wall, walk around to the left and go around the crate. Walk around one side of the crates and peer around the corner.

You should see two different people talking, and when they walk away, you'll see McCormack and his mate through some crates. Leg it towards them and stop at the largest piece of cargo. Sidestep around this to the left, checking the coast is clear, then run underneath the left platform on the far side of the room. Creep up on the two guys with guns. Now you're in, you'll be able to start shooting. Take out the three guys in this area, then make your way back towards the entrance and go up the stairs to the balcony. There won't be too many people left in the warehouse, so you don't have to worry about checking everywhere.



Now you have to get to the hospital within the time limit – it's not too tough, just try to get into a fast car. You're not going to the A&E. It's a building before you get there. Once inside, you have another time limit in which to find Joe. Take the stairs to the second floor and go right to the private rooms. Joe is in the last one on the left with the police guard.

MISSION 20: DO THE WORLD A FAVOUR

Stand in the doorway of Joe's room and down the corridor to your right will be several members of the Bethnal gang. Shoot them all, and uniformed police officers will arrive. One will stay outside Joe's room so you're safe to leave him. Go right down the corridor and walk around the hospital, shooting all the gangsters, including Big Walter. Check the wards and all the corridors. Armed police officers will help you. Once all the gangsters are dead, your mission objective will change.

Follow the car's indicators to the lock up. There will be a few gangsters in cars as you approach it. When you get out of the car, be ready for a gun battle.

Peer around the corner before entering the lock up. You'll be able to kill three or more gangsters from this position. Run in and take out the ones who are left. Go to the doorway to the right of the car and shoot the guy on the other side before proceeding. Stand in the doorway and lean around again to kill the other two people. Enter the room and watch your back – others might follow. Kill the guy in the far corner and walk up to his body to find the files.

MISSION 21: THE JOLSON FILES

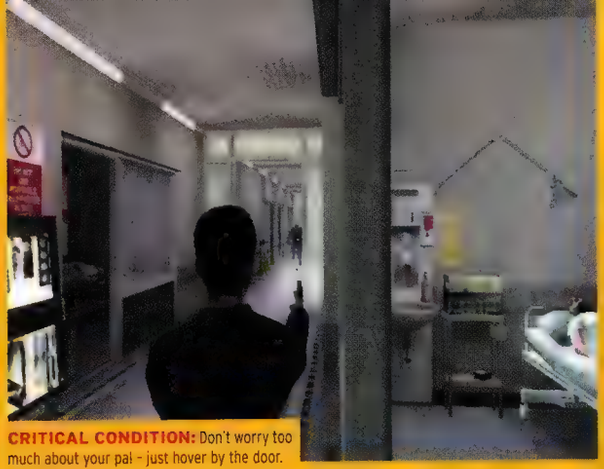
The warehouse is just a short drive away. When you get there, look around the corner to see two people talking. When one walks away, run behind the one standing by his car and either Pistol whip or arrest him – depending on how generous you're feeling.

Enter the building and walk up the stairs behind the man standing with his back to you. Wait in Stealth mode by the next doorway for the three men talking to walk away – one will walk straight past you through this doorway.

Go down the steps and hide behind the nearest package. Wait for the two men for walk away, then go through the nearest door. Two more are standing on the other side to your right – wait for them to walk off. Follow the one in a blue top until you reach some lighter coloured boxes. Wait here and peer around the corner.

You should be able to see the man in the blue top standing at the top of the stairs to the basement facing away from you, there's a man in a grey suit next to him, and a bald man who's looking in your direction in the distance. Wait for the moving crate to drop down in front of the bald man, and then run to the next crate. Move around the crates until you're in the right position to sneak up behind the man at the top of the stairs and Pistol whip or arrest him. The other man has walked into the basement. Move back to a position where you can see the bald man and wait for him to walk away before legging it into the basement.

Wait at the bottom and look around the corner – two men will be stood talking. Wait for them to walk away and move around the wall so you can see them again. Wait while they both stand still – the furthest one away is blocking the doorway that you need to go through. Eventually, he'll move to join the other guy watching TV. Run across the room and through the archway as fast as your legs will carry you.



CRITICAL CONDITION: Don't worry too much about your pal - just hover by the door.

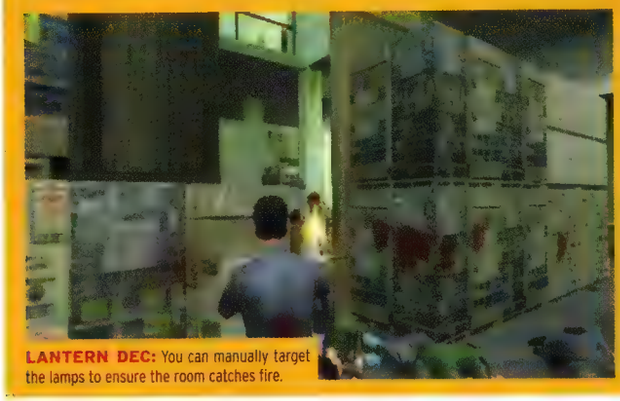
MISSION 22: MEET MARK HAMMOND

Shoot the guy walking down the stairs, then go up them and leg it left to the crates. There are loads of gangsters to kill and if you stay out in the open, you'll be shot within seconds. Use the boxes for cover and look around the edge before moving. Shoot as many people as you can from behind the crates. Leave the warehouse the way you came in. There are a few people to shoot outside. Once they're dead, jump into one of the cars out here and make your escape.

Drive quickly to the depot – you've got a time limit. Gangsters will be after you in cars – just use the usual tactics to shake them off. You'll be able to change cars if they do too much damage to your motor, but if you change too many times you'll run out of time.

Back at the depot. Take the main entrance into reception, once the two bad guys have moved away. Follow the guy who goes upstairs into the meeting room and arrest him. Go into the main loading area and go down the stairs. Once the faster guy has moved away, arrest the slower guy.

Peer around the corner and you'll see one of the gang members heading towards you. Run back and stay out of sight. Once he's gone, head in the direction the faster guy went. Stick to the middle of the loading area and when you reach the back part of where all the vehicles and people are, the mission will end.

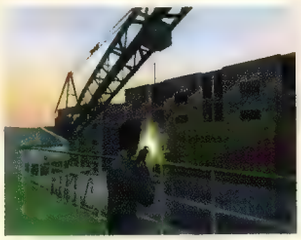


LANTERN DEC: You can manually target the lamps to ensure the room catches fire.

MISSION 23: SHOWDOWN WITH JAKE

Shoot any gangsters in your way, run out of the depot and get into the nearest car. More people will turn up, so make your escape quickly. Follow the car's indicators to the Sol Vita.

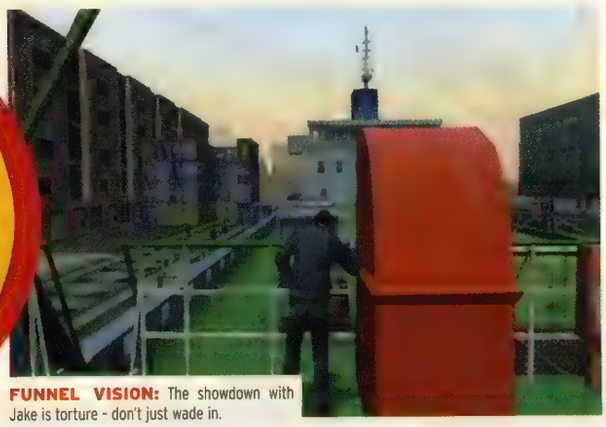
Climb aboard, Pistol whip the first guy standing with his back to you, then nick his Assault Rifle. The rest of the gangsters on-board will spot you. Use the crates to duck behind and don't run out in the open. Keep resting if you get injured. If you're struggling, try running left along the boat,



shooting anyone who's in your way. They won't all follow and surround you here. Once they're all dead, go through the doorway and you'll catch up with Jake.

Shoot at him and he'll run around the corner. Follow him up the stairs. At the top there's a couple of men stood on the far side and a couple more will come down the stairs. There's also someone in the kitchen. Rest if you need to before going up the next flight. Walk out onto the balcony and walk around it. A couple of guys will come towards you and Jake will make off on a crane. Run down the stairs and go to the front of the boat. You'll catch up with Jake.

Make sure you're on full health before you go up there. He's tough to kill – just standing still and firing will see you dead. Arm yourself with something more powerful than the Pistol and keep rolling. After you've taken a few hits, running back down the steps and resting will ensure he's the first to die.



FUNNEL VISION: The showdown with Jake is torture - don't just wade in.

DID YOU KNOW?

VEHICLES

You can jump in the fork lift truck on the tanker and plough down foes – albeit, very slowly. The best vehicles are hidden in the exterior sections – look out for bin bags outside alleys as tell-tale signs of hidden goodies. So far, we've found a ruddy great tank and a go-kart. If you can find the fabled hidden poster for *Vice City*, give us a bell – we think it's a fib.

TANKER SCHUN: Don't thank us - make a bee-line for those explosive barrels.

MISSION 24: LAND OF HOPE AND GLORY

You now have three minutes to get off the ship before it blows up. Run down the stairs and straight down the corridor. You'll have to stop and shoot a few people along the way, mind. Go up the stairs at the top of the corridor and head into the loading area.

Go down the stairs and head for the door on the right of the room. There are two or three gangsters you'll have to kill on the way through this room. A couple have Shotguns, so they'll do you a lot of damage if you run past.

Run down the corridor towards the engine room. If you find yourself injured to the point of not being able to run, rest for about ten seconds or so here – but not any longer or you'll run out of time. Go into the engine room and kill the two people in this room and the one who's standing up on the next level.

Run up the stairs to the deck, then run left out on to the deck and it'll all be over. You've finished the game. Congratulations!

LEAN OF FIRE: Oi! Carter, you muppet! Turn around or they'll shoot your spine.

NEXT ISSUE...

We'll be donning a butcher's apron and a pair of thick kitchen gloves to wrestle with *Mortal Kombat*, exposing all the brutal fatalities and sneakiest combos. We'll also be extending our holiday in Vice City, with even more of your secrets and moments of outright madness. And we might, just might, be looking at *Clone Wars* in some sort of excruciating detail, but honestly, probably not. Cheers.

THINK YOU'VE FINISHED?

THINK AGAIN!

TAKE YOUR PS2 GAMES FURTHER WITH THESE!

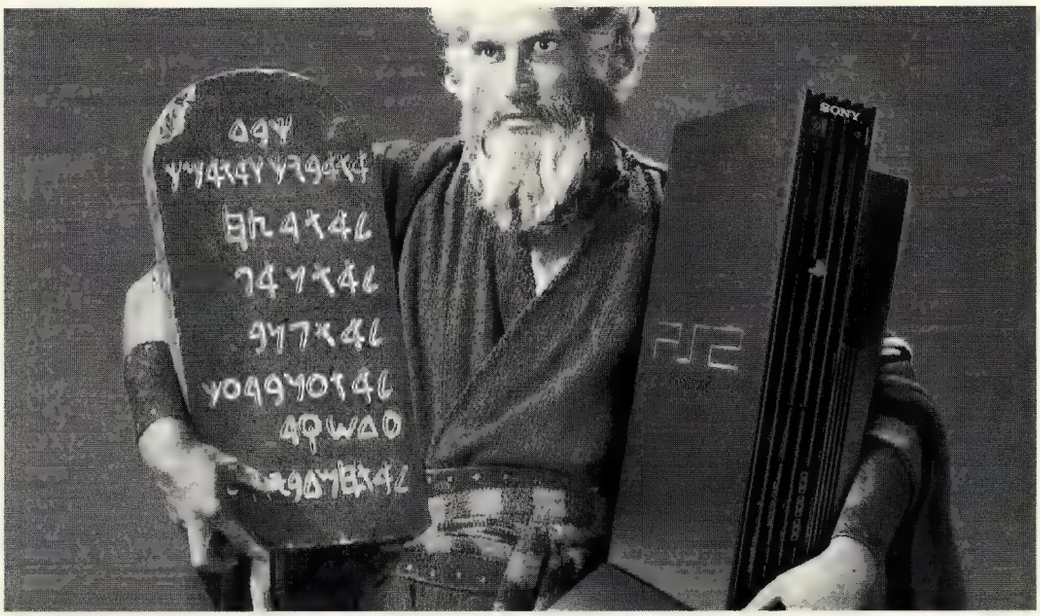
ON SALE EVERY MONTH

PSM2'S SURROUND SOUND BIBLE

DOLBY DIGITAL 5.1

DOL-BY THY NAME

AND LO. IT CAME TO PASS THAT DOLBY, son of Stereo, begat three separate surround sound formats. And PlayStation, son of Kutaragi, begat PlayStation 2, a games console capable of providing surround sound in games and movies. And God did play *Medal of Honor: Frontline* in full-on Dolby Pro Logic II. And it was good…



Dolby. We've been banging on about this for ages. "Get yourself a Dolby Surround set-up. It's ace." "You haven't played games until you've played them in Dolby Surround." Etc. So what's it all about? Things aren't helped by Dolby's insistence on having three different surround sound formats (all called 'Dolby Surround'), and the proliferation of different Dolby kit (all doing different things and all called – yes – Dolby Surround). So here, once and for all, is the PSM2 guide to surround sound, especially tailored for your PS2. So, mind open, let's begin…

Part 1

PSM2'S TEN SURROUND SOUND COMMANDMENTS

1: Thou shalt not play games on thy PS2 on a mono portable telly.

2: Thou shalt fork out for a decent surround sound set-up.

3: Thou shalt only connect via an optical digital TOS lead.

4: Thou shalt buy all PS2 games with Pro Logic II support.

5: Thou shalt set up thy speakers properly.

6: Thou shalt not hog the 'special chair'.

7: Thou shalt mock anyone mercilessly who is without said decent surround sound set-up or a massive sub-woofer.

8: Thou shalt annoy all the neighbours with undue volume.

9: Thou shalt wonder why thy didn't do this ages ago.

10: Thou shalt not covet thy neighbour's ass. (Not strictly anything to do with surround sound or, in fact, gaming per se, but it's good advice nonetheless.)

Part 2

SOUND: WHAT IS IT?

It's air vibrations. Your ears (mounted either side of your head) send signals to your brain when they detect changes in air pressure. You know they say "in space no-one can hear you scream"? That's because there's no air there.

In real life, sound comes from one place. Snap a twig, and the sound comes from a single point source. Record this sound and play it back from a speaker and it can be indistinguishable from the real thing. However (as discussed previously), you have two ears. So how about a speaker for each ear?

This is what we call 'stereo'. By altering the volume of the sound in each speaker (ie, it's louder in one than in the other) a sound can appear 'further to the left' or 'further to the right'. At identical volumes it sounds like it's in the middle. That's it then. Job done. Two ears – two speakers. Sorted. It's not surprising that all music available today is in stereo for playback on two-speaker systems and headphones.

Ah, but it's not that simple. Blame your brain. Despite having just two ears, you're actually able to sense whether a sound is coming from above, below, in front of, or behind you. It's all to do with the shape of your ear and the tiny way in which your earflap changes the sound depending on where it comes from.

And what's the best way (ie, the only way) of getting sound behind you? Yes – more speakers.

There have been loads of different speaker set-ups in the past (including so-called 'Virtual Speaker' technologies that claim to modify the sound from your normal stereo speakers to make it sound like it's coming from behind you) but the king of them all is the Dolby standard.

From early analogue set-ups such as Dolby Pro Logic (offering a pair of rear channels), we've now progressed to Dolby Digital 5.1, Dolby Digital EX and Dolby Pro Logic II. What are they all about? Read on…

Part 3

DOLBY SYSTEMS

Practically anything Dolby is 'helpfully' referred to as Dolby Surround. This is so Grans don't get scared by the three very different Dolby systems on offer. However, if you actually WANT TO KNOW what it is you're ploughing your cash into, and what you should look out for in order to get the most from your PS2 games and movies, then it's a frikkin' annoyance. Fortunately, the following guide will show you what tiny logos to look out for on your surround sound gear.

Dolby Pro Logic

This is the first proper home 'surround sound' standard. Essentially a stripped down version of their Dolby cinema

technology and multi-speaker systems it offers a stereo left and right speaker, a centre speaker and two 'surround speakers'. Very swish – in a kind of 1997-type way.

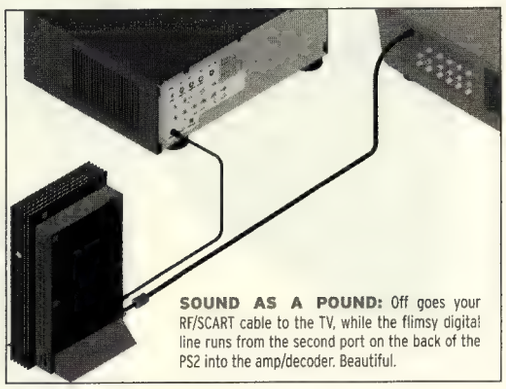
TRUTH!

This is pretty much old technology. The sound for the centre, sub-woofer and surround speakers are all 'hidden' inside the analogue stereo sound – ie, if you play it on a stereo TV or through a hi-fi, you'll get your bog standard stereo sound. However, play it through a Dolby Pro Logic set-up and the extra sound channels will magically pop out. However, these extra channels aren't super-high quality (they have a reduced frequency range meaning very low or very high sounds aren't accurately produced), and the surround sound speakers actually play the same sound – ie, the rear surround channel is mono. What a swizz.

Some high-profile PSone games, and a few PS2 games, have Pro Logic soundtracks, and a Pro Logic system will have a bash at outputting Pro Logic II soundtracks as featured on many PS2 games (see the list on the right). However, the limitations outlined above apply (ie, it doesn't sound very good). Movie-wise, most of your DVDs will have a Pro Logic soundtrack, but this – like your PS2 games – simply won't sound as good as the other more up-to-date options below.

Dolby Digital 5.1

This is much better. This is a digital signal output from your PS2's digital output (on the back of your PS2). Plug your PS2 into a Dolby Digital amplifier via an optical TOS lead (the most common type of optical lead that fits in the PS2's square digital socket), and you'll get sound from left, centre, right, sub-woofer, left surround and right surround speakers. All full range and all absolutely 'unique'. That's five speakers and a sub-woofer – hence 5.1. Geddit?



SOUND AS A POUND: Off goes your RF/SCART cable to the TV, while the flimsy digital line runs from the second port on the back of the PS2 into the amp/decoder. Beautiful.

TRUTH!

Practically all DVD movies offer a Digital 5.1 soundtrack. However NO PS2 games have a 5.1 soundtrack. This is because Sony skimped on the chippery inside your PS2 meaning that the main CPU has to do the decoding and it can't decode and make games run at the same time.

You will get sound from your rear speakers when playing most games (thanks to the fact that Dolby Digital systems can do Pro Logic too) but it's important that you realise that you're only getting old Pro Logic sound from those speakers, with all the limitations we've explained above.

Dolby Pro Logic II

This is the newest thing. That said, it's not better than Digital 5.1 but rather an up-to-date souped-up Pro Logic 'specially created to allow PS2 to do proper surround sound. Yes! Once again this Pro Logic system pops out surround sound from a stereo signal (by magic). However, this time you get five unique, full range sound sources and a meaty sub, too.

We defy anyone to tell the difference between Pro Logic II and Dolby Digital 5.1 – they both use the same speakers in the same way and sound identical.

TRUTH!

Okay, so there's a bit of bleed between speakers (the sound channels share a bit of sound between each other) and loud sounds can confuse the 'steering algorithm' – meaning sound can be pulled away from the speaker they were intended for, but it sounds great. Trust us.

And as Pro Logic II is an add-on for Dolby Digital 5.1 – remember you've got that proper Dolby Digital 5.1 capability for your movies.

Dolby Digital EX

They just can't leave it alone, can they? Rumour has it that Steven Spielberg himself complained to Dolby about the lack of a centre rear speaker in Dolby Digital 5.1, a feature pretty much taken for granted in cinema systems.

So they added another speaker to the package, creating – yes, you guessed it – a 6.1 system, and called it Dolby Digital EX. So, pretty much exactly the same as 5.1 but with another speaker to worry about.

TRUTH!

Currently there are next to no movies that feature EX sound and certainly no PS2 games, making EX a bit of a show-off waste of time. For now...

So which do I buy then?

There are a few Pro Logic-only systems still out there (avoid) but most of today's speaker systems are Dolby Digital 5.1 (very nice, but you'll only get Pro Logic quality surround from your PS2 games).

No, the way to go is to buy a Dolby Digital 5.1 + Pro Logic II system. That way you get top-notch Digital 5.1 for your DVD movies and 5.1 sound for your videogames. By all means, splash out and get a flashy 6.1 speaker Dolby Digital EX system, but do please bear in mind that the centre-rear speaker will – at present – probably be called into action about as often as Noah's ark.

Part 4

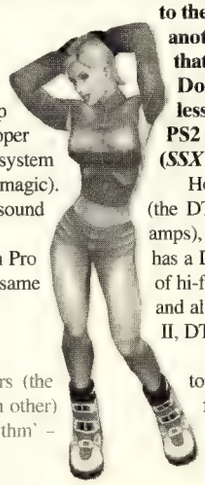
KNOW YOUR LOGOS

It's essential that when you buy the kit you buy it with the proper logos on to ensure compatibility. If they're not on the machine itself they should be on the box. Have a look at the Dolby Pro Logic II logo that's printed above and the Dolby Digital logo back on page 113 and on the back of the DVD, so that you know what they look like. We don't want you to get diddled now, do we?

Part 5

DTS: WHAT'S THAT THEN?

DTS? How dare you speak its name! DTS is (was) a rival to the old faithful Dolby Digital 5.1. It was basically another 5.1 digital encoding standard – but one that actually offered better quality sound than Dolby Digital. Also, because of it placing slightly less strain on your PS2, there were a couple of PS2 games with full 5.1 surround DTS soundtracks (*SSX Tricky* and *NHL 2001*).

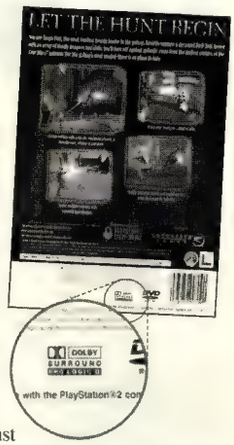


However, due to not every amplifier outputting it (the DTS logo is getting less common on the front of amps), not every DVD supporting it (only about one in 20 has a DTS soundtrack, and – to all but the most snobby of hi-fi bores – it sounds the same as Dolby Digital 5.1) and all PS2 games recently going the way of Pro Logic II, DTS has become a bit of a non event.

Still, your PS2 outputs it (the DTS logo is on the top) so if you have a DTS compatible amp and can find a disc with a DTS soundtrack, go ahead. Knock yourself out.

Part 6

DOLBY ENABLED PS2 GAMES

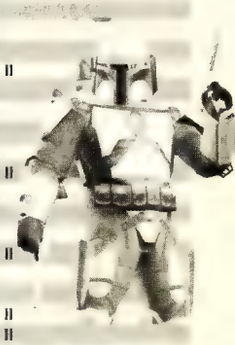


As we've discussed, Dolby like to call everything 'Dolby Surround', so look out for the logo on the back of PS2 games before you buy them. If you see it, it means you're getting a Pro Logic II soundtrack. Match this with a Pro Logic II compatible amp and speakers and you've pretty much got PS2 gaming nirvana.

In fact, all of the games below offer Dolby soundtracks – some just plain Pro Logic (ie, with a surround channel) and an ever increasing number with Pro Logic II (ie, 5.1 different sound channels just waiting to be played). Chances are you may have some already.

Check the back of the boxes and the pages of PSM2 for updates on new releases.

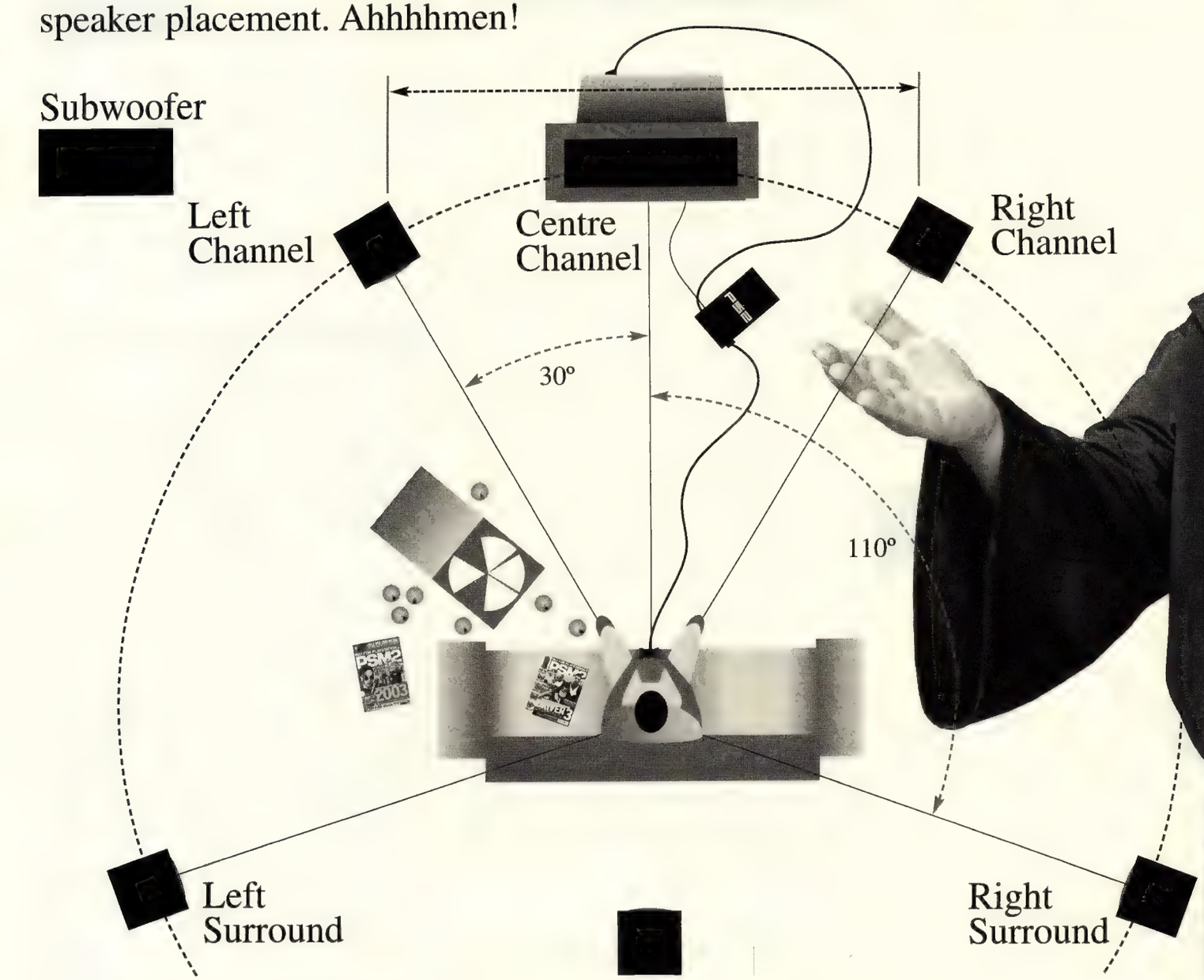
RELEASED GAMES:	SURROUND SOUND FORMAT:
Airblade	Pro Logic
Armored Core 2: Another Age	Pro Logic
Burnout 2: Point of Impact	Pro Logic II
Extreme G3	Pro Logic
F1 2002	Pro Logic
FIFA 2001	Pro Logic
FIFA 2002 World Cup	Pro Logic
Final Fantasy 10	Pro Logic II
FreekStyle	Pro Logic II
Kelly Slater's Pro Surfer	Pro Logic II
Klonoa 2: Lunatea's Veil	Pro Logic
Knockout Kings 2001	Pro Logic
Legacy of Kain: Blood Omen 2	Pro Logic
Madden NFL 2001	Pro Logic
Madden NFL 2003	Pro Logic
Matt Hoffman's Pro BMX 2	Pro Logic
Medal of Honor: Frontline	Pro Logic
Metal Gear Solid 2	Pro Logic
Need for Speed: Hot Pursuit 2	Pro Logic II
NBA Live 2001	Pro Logic
NFL QB Club 2002	Pro Logic
NHL 2001PS2	Pro Logic
Pirates Legend of Black Kat	Pro Logic
Primal	Pro Logic II
Rayman Revolution	Pro Logic
RC Revenge Pro	Pro Logic
Sled Storm	Pro Logic
Spider-Man: the Movie	Pro Logic II
Soul Reaver 2	Pro Logic
Star Wars: Jedi Starfighter	Pro Logic
Star Wars: Bounty Hunter	Pro Logic II
Street Hoops	Pro Logic II
Terminator: Dawn of Fate	Pro Logic II
The Bouncer	Pro Logic
Tony Hawk's Pro Skater 3	Pro Logic
Triple Play Baseball	Pro Logic
Turok 4: Evolution	Pro Logic II
Twisted Metal Black	Pro Logic
Wipeout Fusion	Pro Logic II



UPCOMING GAMES:	SURROUND SOUND FORMAT:
Delta Force: Black Hawk Down	Pro Logic II
Dynasty Warriors 3	Pro Logic
Evolution Snowboarding	Pro Logic II
Minority Report	Pro Logic II
Ratchet & Clank	Pro Logic II
RLH	Pro Logic II
Tony Hawk's Pro Skater 4	Pro Logic II
Tribes: Aerial Assault	Pro Logic II
Defender	Pro Logic II
Vexx	Pro Logic II
Sly Cooper	Pro Logic II
SOCOM: U.S Navy Seals	Pro Logic II
Unlimited Saga	Pro Logic II
Armored Core 3	Pro Logic II
Dr Muto	Pro Logic II
Evolution Skateboarding	Pro Logic II
Final Fantasy 11	Pro Logic II
Jurassic Park: Project Genesis	Pro Logic II
Higabana	Pro Logic II
Nascar: Dirt to Daytona	Pro Logic II
Pro Race Driver	Pro Logic II
Star Ocean 3: Till the End of Time	Pro Logic II

PSM2'S MONAST

Welcome to PSM2's Monastery of Sound. Dearly beloved, we are gathered here today to hear our resident 'MC', Brother Crispin, preach a lesson on optimum speaker placement. Ahhhhmen!



PSALM 1:
"Attach your PS2 to your chosen surround sound decoder (or combined decoder and amplifier) with a single optical digital lead from your PS2's digital output, into the decoder's digital input. There's only one connection for true Dolby Digital sound. Just as there is only one true God."

PSALM 2:
"Place your left and right speakers as far away as possible. Speaker stands are a great idea, as speakers that are on the ground have their bass levels artificially boosted. A decent sound spread with the TV exactly in the centre will make even the smallest choir sound like a Billy Graham rally."

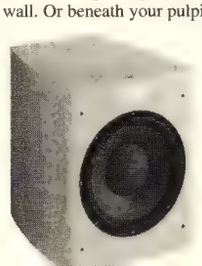
PSALM 3:
"Place the centre speaker on top of, or directly below, your TV. This speaker is the one that's generally used for things like dialogue in movies and games. Do not let it get obstructed, and place it as close to the screen as you can to keep things as loud and clear as possible. Like the voice of God."

PSALM 4:
"The sub-woofer emits low frequency bass sound and is often responsible for filling out the slightly tinny sound from the other five speakers. Because of the way lo-frequency sound has no direction, this speaker can be placed anywhere. We recommend placing it near a wall. Or beneath your pulpit."

PSALM 5:
"Your rear speakers should be placed just behind your seating position, pointing directly at you. Ideally they should be the same distance apart as your front speakers. You should then assume position in the centre of your speakers. Like Jesus, surrounded by his disciples at the last supper."

PSALM 6:
"Some tweaking of levels will now be called for. We recommend a slight increase in centre volume, and a hefty boost to the rear speakers (after all, you've paid all that money for them so you want to hear them). Wind up the bass as high as your neighbours can stand but without inducing any distortion to the sound. It may take a while – and settings will probably be slightly different for each game or DVD you play – but just remember that it's easier to adjust your speaker levels and placement to achieve optimum sound than it is to enter the Kingdom of God. Or something..."

"YOU SHOULD THEN ASSUME POSITION IN THE CENTRE OF YOUR SPEAKERS"



ERY OF SOUND

RECOMMENDED SYSTEMS

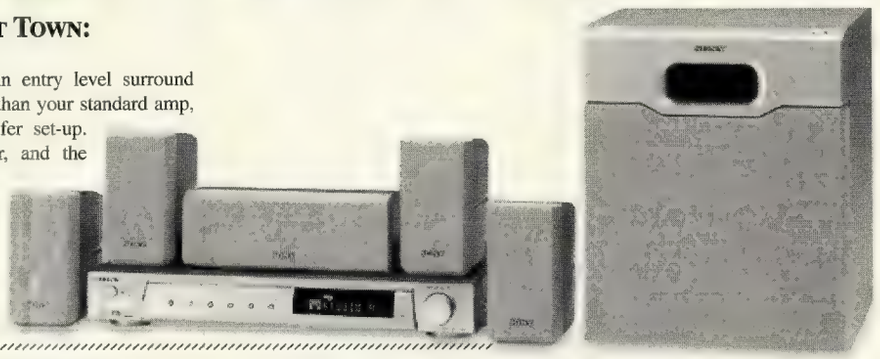
We've tried these three units and reckon that – depending on your wallet – you'll find what you need right here.

CHEAP AS CHIPS: LOGIC3 SP305B SOUNDSTATION

Logic3's SP305B Soundstation is the budget option we favour despite its weak acoustic output (just a paltry 45 Watts). It comes with everything that the big boys offer, only scaled down, but still scores big thanks to its effortless colour co-ordination. Mmmm, blue....
£199.99

FOR THE MAN ABOUT TOWN: SONY HTSL5A

It's Sony's own HTSL5A. An entry level surround system, this offers little more than your standard amp, five satellites and a sub-woofer set-up. The price is sweet, however, and the collective 275 Watts output is more than enough to deafen your cat and loosen the bowels of small children.
£299.99



GEORGE LUCAS' LIVING ROOM: DENON AVC-A1

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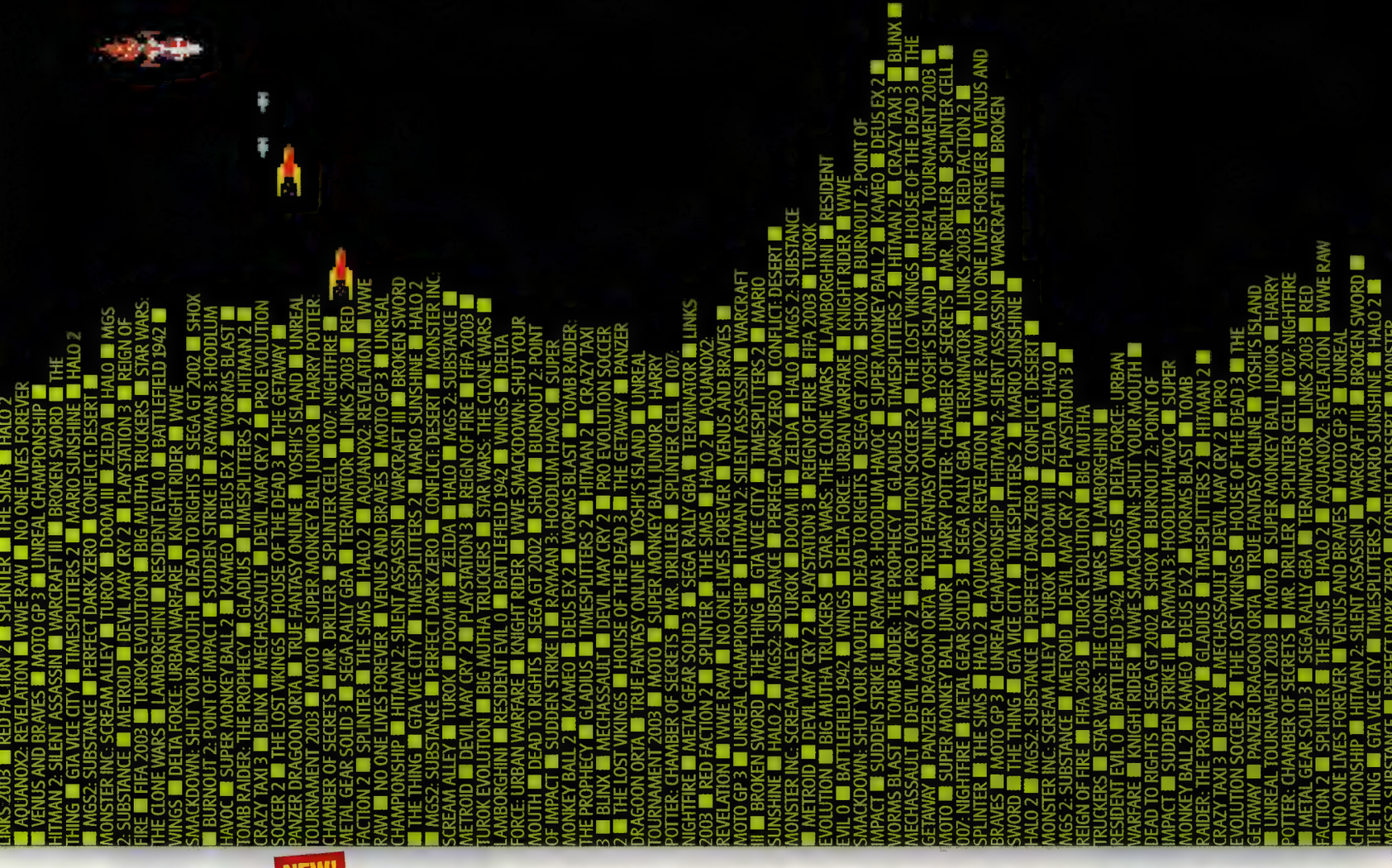

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プレビュー

SHAFT - CAN YOU DIG IT? It looks like the visuals will come close to this level of detail.

CHINA CRISIS: Whip out your surveillance equipment and listen in on a few Chinese diplomats.

EXPECTED UK MARCH

TOM CLANCY'S SPLINTER CELL

Sam Fisher's heading to PS2 but, after the sub 70% doldrums of all other Clancy tie-ins on PS2, can he really mix it with Snake?

Usually there's a somewhat disproportionate size-to-pain ratio with splinters, but not here. This one's like a huge, septic telegraph pole and yet it's elicited nothing but good feelings from the industry after its Xbox debut three months ago. Even our own Mr Kojima was impressed. Which is high praise indeed, but we still can't help but be a little cautious about how this texture and illumination-heavy shooter will translate to PS2's less PC sensibilities.

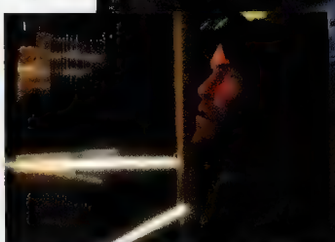
The Idea: Shake stealth gloves with Sam the man. He's a be-goggled covert operative working for what's known as the Third Echelon, and the good news is that he's ditched the customary bovine gang of Clancy hangers-on to go it alone.

Best Features: Where to start? The absence of any squad-based nonsense is a real bonus as is the whole idea of this being a Snake-plus trip down stealth street – there's even one level where you're called upon to infiltrate the CIA's HQ without any weapons at all. The guard AI also has the potential to be brilliant, with troopers investigating rooms where you've accidentally shot out the lights or taking detours off their patrol routes for an impromptu slash. But it has to be Sam's move list that's sparked the most interest here at PSM2. These include such feats as Van Damme-styled splits half-way up corridor walls, abseiling surprise attacks, a light meter that allows you to blend completely with the shadows... OK, so it may not be as irreverent as *MGS2*, nor even have a single boss battle to its name but, gameplay wise, it's rather hard not to get excited.

Bottom Line: All gravy to Ubi Soft's meat and two veg? We'll get back to you once we've seen the finished PS2 code in action.

ANTICIPATION ★★★★

POP SQUIZ: There aren't loads of weapons, rather a series of upgrades for your existing ones.



RAY MEARS: Light's a vital factor in creating *Splinter Cell*'s immersive atmosphere.

CLING FILM: The nightvision effect is accurately monochrome for a change.

EXPECTED UK TBC

X-MEN: WOLVERINE'S REVENGE

"Grrrrrrrrrr, arrrgggg, snarl... ooo, discount hair gel in Superdrug!" Yep, the fuzzball with knives for knuckles is back on the scene with fresh revelations about his experimental past and a biker's jacket full of new screens.

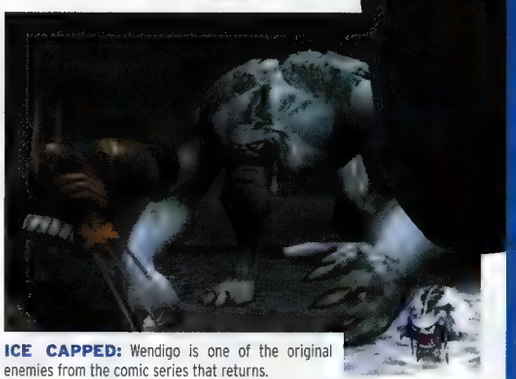
The Idea: Logan starts experiencing weird flashbacks to the '60s and his time in the Weapon X programme. After the rest of the X-Men wrongly blame his abuse of cola cubes, they discover he's actually carrying a man-made virus that'll kill him within 48 hours. Christ.

Best Features: Smacking heavily armed goons about with garden sheers in our first play back in October was satisfying enough, although we felt that some of the boss battles didn't ring true. Now, with the news that the game stretches over eight massive episodes that include locations like The Void – a subterranean, maximum security prison where the evil mutants are held – we're getting X-cited (sorry) all over again. Also, shots of Wolverine's weird smell-o-vision and a boss battle involving another Weapon X mutant means we're guaranteed equal doses of stealth and extended combat. Cool.

Bottom Line: There's a brilliant line up of arch villains – Juggernaut, Wendigo, Magneto and Sabertooth – but if the battles all climax with cheesy double teams, like the Fastball Special, then we'll probably be revising our X-pectations (oh, please).

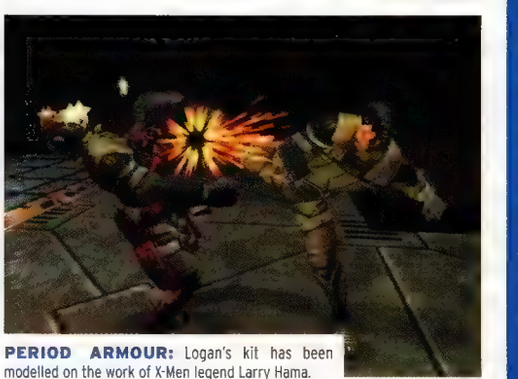
ANTICIPATION ★★★

X-UAL REVOLUTION: You get to play the flash-back sections, hence the '60s fashion accessories.

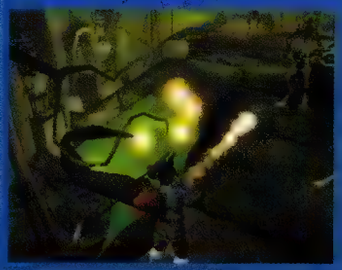


ICE CAPPED: Wendigo is one of the original enemies from the comic series that returns.

CLAW OF THE WILD: Grrr-fackwhack. Special effects increase the satisfaction of clouting troopers.



PERIOD ARMOUR: Logan's kit has been modelled on the work of X-Men legend Larry Hama.



EXPECTED UK TBC

IRU: TALES FROM THE FROZEN NORTH

The Idea: Another action/fantasy fracas starring a young shaman called Iru out to pit his skills against the diabolic Sukko – the oh-so-evil lord of the Northern Realms.

Best Features: The wintery locations are one of the draws with this one. As is Iru's combination of weapon skills with a spell casting system that sees you learning magic off local spirit creatures. We're also being tickled by the decent spread of creatures out to deep freeze your assets, while talk of good ol' logic puzzles means Microids have got all the bases covered.

Bottom Line: Microids? As in 'a bad case of the...'? As in the fabled makers of *Tennis Masters* which was never submitted to us for review? Hmmm. We'll keep you posted.

ANTICIPATION ★★

EXPECTED UK TBC

SMOKIN' BARRELS

The Idea: Take one enormous wave, throw it really hard down a hill then ride the crest like a bobbing lump of flotsam until you cross the finish line.

Best Features: Now this is the kind of surf title we can get our heads round. With seven sizable uber flumes to master, this is *SSX Tricky* stitched on to the arse of Kelly Slater's trunks. Another plus point is that all that ponderous 'hug the tube' mentality has been jettisoned in favour of storm drains filled with ramps to trick off and rails to side swipe your board across. Other than that, it's 40+ tricks per character, the option to play as one of seven boarders – including a Samoan man mountain or a hot bikini babe – as well as the option to play in Race, Party or Trick modes. Almost everything we've experienced in *SSX* then, only wetter.

Bottom Line: Canvassed opinion around these parts? Iiinnnnnteresting.

ANTICIPATION ★★★

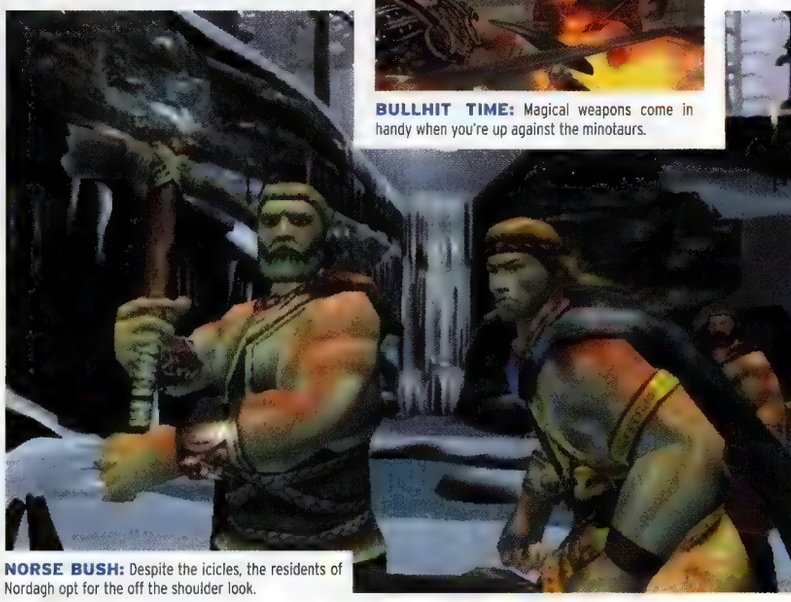
OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK SPRING

THE FIGHT STUFF: Sixteen character classes means your crew soon becomes a freak show.

BULLHIT TIME: Magical weapons come in handy when you're up against the minotaurs.



NORSE BUSH: Despite the icicles, the residents of Nordagh opt for the off the shoulder look.

GLADIUS

No place like Rome, eh? Well, actually, there isn't in this RPG from LucasArts. While they *have* used the ancient empire as a launch pad for their flight of fantasy, all the action here takes place in the fictional land of Gladius.

The Idea: You're Valens, son of the most famous gladiator in the whole of Imperia and heir to his prestigious training school of hard knocks. No, no you're not. You're Ursula, the beautiful daughter of the king of Nordagh getting your kicks splitting hicks in Coliseum 66... or something. Regardless which of the two central characters you opt for, you're looking at 35+ hours of turn-based carvery before the credits.

Best Features: So many pretty things to collect and juggle with. Over 1700 magic items, armour and weapons for your team of gladiators to utilise. Sixteen character classes to create your party from. Around 1000 specialised skills that you can cash-in experience points for and 25 arenas to spray with arterial juices. It adds up to an impressive array of stuff to occupy your time as you journey through the four regions of the game – the Romano Imperia, the Winward Steppes, the icy Nordagh and the rather more toasty Southern Expanse.

In fact, the only thing that might disappoint RPG fans comes from a worrying lack of discussion about what goes on between arena battles. If you get a free hand to explore the land, fine. If it's all scripted cutscenes then you'll find us down the forum chewing our sandals.

Bottom Line: Nice one, Centurian, as long as it isn't round after round of arena based combat. Let us wander around, for Caesar's sake.

ANTICIPATION ★★★★

ROAM MAN ROAD: The fact that this lot aren't anywhere near an arena is a promising sign...

PLAIT MATE: There'll be two plot lines, one following Valens and one following the curvaceous Ursula.

FATHER'S SLAY: Valens is out to find out who murdered his father and avenge his name.

TYRE BRIGADE: Particle effects come as standard and, at 200+mph, the burnouts are incredibly smokey.

CAR SHARP: The rally titles have dominated the hi-res road work of late. Looks like Lambo will claim that territory back, though.

YOU CAN NET ON IT: The rumours of there being an online feature have started, but there's nothing confirmed as yet.

I DREAM OF 'GHINI: A major plus point, is the licence. The Lambos look pixel-perfect.

EXPECTED UK SPRING

LAMBORGHINI

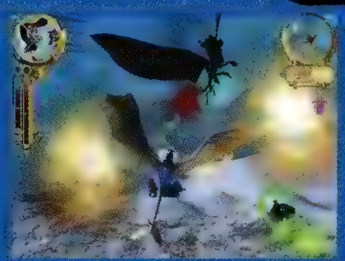
Second only to Ferrari in va-va-voom stakes, this is the obvious choice for another *GT*-styled game. Which is why Rage are currently living in a world filled with V12 supercharged engines, vertically folding doors and owners who comfortably inhabit the kind of wage bracket the rest of us can only dream about.

The Idea: Race, damn you. Race for cash to buy new vehicles, race to unlock new tracks, race because it's in your blood...

Best Features: Away from the bright lights and glitz of the professional circuit you'll find the unofficial challenges where you can win big, or lose monumentally. It's this dirtier side to garage completion that's getting us a little hot under the driving gloves, as well as the – possibly brilliant – revelation that there'll be a four-way split for the multiplayer, which is something that no other hi-spec racer has achieved as yet on PS2. Oh, and pushing such classics as the Countach and Diablo to their limits on the test track is pretty neat as well.

Bottom Line: No doubting the screens look lush, but we're unsure whether the limited number of cars and concentration on just one make of vehicle is enough to merit the kind of dedication this style of game requires.

ANTICIPATION ★★★



EXPECTED UK MARCH

SAVAGE SKIES

The Idea: Look at the shot and then do your best not to think of *Drakan*, *Reign of Fire* and (sigh) *Dragon Rage* as we explain that it's another fantasy flight sim...

Best Features: There's more than just dragons to pilot with this one. Think Pegasus, think Griffins, think winged serpents... It's all part of the three environments the game allows you to glide across while taking out targets. The reason behind all this mythical bloodshed? WAR. From the icy caves to the north to the fetid swamps of the south, everyone's out to butcher each other across 30 sizable missions.

Bottom Line: Reasons not to get too excited: *Drakan*, *Reign of Fire* and *Dragon Rage*.

ANTICIPATION ★

EXPECTED UK SPRING

EVIL DEAD: FISTFUL OF BOOMSTICK

The Idea: Seen the films? Always fancied turning a shotgun *and* chainsaw on Deadites? Always wanted to say "Groovy" without being called a hippy? Well now you can, thanks to THQ.

Best Features: Aside from the obvious appeal of 'being' Ash, there's a bucketload of reasons to be cheerful about this. The ability to kill zombies with a spade (clang). The chance to use magic as well as guns (boom-chakala). The opportunity to visit at least three different time zones (weeejoosh) plus dismemberable Deadites (hack-splut-thwump).

Bottom Line: The PSone version was shit, which doesn't bode well.

ANTICIPATION ★★

EXPECTED UK JANUARY

BATTLEBOTS

The Idea: It's the US version of Robot Wars. So, instead of nerdy foursomes raising half-hearted fists in victory, imagine nerdy foursomes a-whoopin' and a-hollerin' and a-slappin' each other on the back.

Best Feature: The absence of nerds for a start. Then starts the robot building followed by the testing and then the beating of other robots with hammers. Instead of just relying on your primary weapons, power-ups appear that allow you to call upon force fields, electro rays, speed boosts... Exactly the kind of stuff you'll need to keep your creation alive against Minion, Nightmare and The Enforcer.

Bottom Line: A better battle system, but ultimately DIY robots relentlessly hitting each other all over again.

ANTICIPATION ★

EXPECTED UK FEBRUARY

GALERIANS: ASH

The Idea: This launches straight in with the battle that closed the PSone version three years ago. So you once again don the mantle of Rion – a genetically engineered weapon out to destroy the Galemans.

Best Features: Take drugs to focus your psychic abilities and destroy enemies. Run out of the medication and you're plunged into a world of Scanner-like pain that squashes the heads of those around you like silly putty. Beyond that, you're looking at survival horror with more than a passing nod to Akira.

Bottom Line: It's an interesting twist on an old theme, and it'll no doubt find advocates among fans. But this isn't doing anything new.

ANTICIPATION ★★

DON'T [illegible] THIS!

"INDY NAME OF LOVE"

DOCTORIN' DA HOUSE...

Bad dates, Indy? Nope, just one good 'un, as 14th February brings Doctor Jones exclusively to PSM2 for review. Dig it!

ALSO FEATURING!

All the 2s reviewed: **MGS2**, **DMC2**, **ZOE2** and **Midnight Club 2**, along with **Primal** and **Splinter Cell**. Full previews of **Tenchu 3**, **War of the Monsters** and **Def Jam Vendetta**. PLUS **Driver 3**, **Tomb Raider: TAOD**, **13**, **Dark Chronicle** and loads more brilliance on the DVD!

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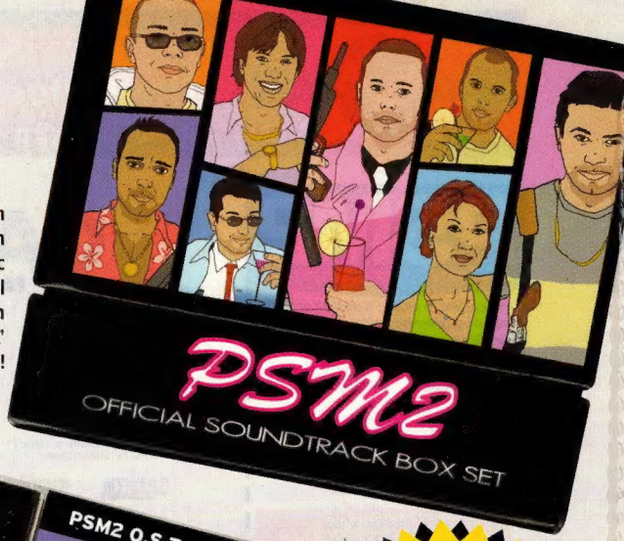

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Rage

A-HA
Gyaah!
DIRE STRAITS
Don't get me started
WAS (NOT WAS)
Walk it? Fight it, more like!
DR HOOK
You, me, outside
JELLYBEAN
Alright, punchy
FRANKIE GOES TO HOLLYWOOD
Ooowwahhhhh!
DEPECHE MODE
Jesus, that makes me mad
THE SMITHS
Oh, *bloody hell*, what's the matter now?
KENNY LOGGINS
Have some of this
MICHAEL JACKSON
Oooshka!
DANNY WILSON
Sorry, sorry
CHRIS ISAAK
No, look, I really am sorry

PSM2 O.S.T. VOLUME 2:

Dan D presents

Sauce

LIONEL RICHIE
Lovely to meet you
BERLIN
You look smashing
MARVIN GAYE
I like your hair
GEORGE BENSON
What do you fancy for breakfast?
HEART
You're high-larious
KATE BUSH
Baby up that place
JOE COCKER
Ooh, yes, flippin' 'eck, just there...
LEVEL 42
Boshkins! (on my skin)
KENNY G
Jeepers, that feels good!
LEO SAYER
Sweet baby...
MR MISTER
I missed you because of the mist
MIKE & THE MECHANICS
Wobbly bits

PSM2 O.S.T. VOLUME 3:

Milf presents

Alternative 207

KISS
Horse jelly
DAVID LEE ROTH
Cupboards in the cavity
THE MISSION
Kissing up snake-pipe
THE CULT
Weird beard disappeared
DEVO
Retro collection booth
BILLY IDOL
Bovrilus
KLYMAXX
Syrup applicator
GUNS 'N' ROSES
Jungle in your gums
LIVING COLOUR
Fiesta concave
SIGUE SIGUE SPUTNIK
Hushed headphone lust
GARY NUMAN
Japanese Playboy
MINISTRY
Pork scratching tornado

PSM2 O.S.T. VOLUME 4:

Mr Griffiths presents

POP ☆ IDLE

HAZEL DEAN
Hazy bean
RICK ASTLEY
In your arms again (that's lovely)
PET SHOP BOYS
T-shirt tease
ROACHFORD
Cuddly bottom
BIG FUN
Pete (what-a-man)
THE REYNOLDS GIRLS
Jack your belly
SONIA
Goofy Northern men
JASON DONOVAN
Wherever together forever (whatever the weather)
SOFT CELL
The Peter Pan of publishing
BANANARAMA
Parched at 3am
ERASURE
You're not going home, are you?
BOYS CLUB
Water is for girls

PSM2 O.S.T. VOLUME 5:

Ade presents

DROID FREASH

STARSHIP
If it wasn't for us, you'd be useless
TECHNOTRONIC
Pump up the level of productivity
NIK KERSHAW
Cyborg defamation
ART OF NOISE
Protocol v2
OMD
I.O.U.
M
T.C.P.
AIR SUPPLY
Cut it now, they all die
YAZOO
Human kill
THE BUGGLES
Cassette recorder uprising
TANGERINE DREAM
Fusebox axe-bash
CABERET VOLTAIRE
Yard of oil
HAROLD FALTERMEYER
Mobile ringtone (he's not here)

PSM2 O.S.T. VOLUME 6:

Jonnie presents

Soother 98.2

HUE AND CRY
Woolly socks
K.C.
B.C.G.
WET WET WET
Gently jogging
AZTEC CAMERA
I just don't care (yawn)
PREFAB SPROUT
Lie back, I'll fetch you some soup
BLACK
Sleep is wonderful (when you can get it)
HAIRCUT 100
Old bike in a skip
BILLY JOEL
Baby, please stop it
CROWDED HOUSE
I'll wake you up when Wogan's on
ELTON JOHN
I don't wanna run too far
ENYA
Snail away (mild yearning)
GEORGE MICHAEL
Drinking too fast

PSM2 O.S.T. VOLUME 7:

Esther presents

Obscuro

THE LEVELLERS
Old Mother Brown's barrels!
DANIELLE DAX
Apples and pears
SWANS
Jellied eels
THE CRAMPS
Pie 'n' mash
BAUHAUS
Lovely jubbly
THROWING MUSES
Don't dilly dally
GAY BIKERS ON ACID
Candy sticks collector
VIRGIN PRUNES
Tutor attraction
HALF MAN HALF BISCUIT
Hair dye burns
THE FALL
Historical discourse
JAH WOBBLE
Broccoli and cheese soup
THE HAIR AND SKIN TRADING CO.
Blimey – it's taters in 'ere, init?

PSM2 O.S.T. VOLUME 8:

MC Hawkins presents

Wildlife

SKINNY PUPPY
Bored yet?
A FLOCK OF SEAGULLS
This has gone on far too long
ADAM ANT
Don't you think?
BOW WOW WOW
Are you still there?
DEF LEPPARD
Look, it's just not funny
THE EAGLES
Stop it
GREAT WHITE
No, really
JOHN COUGER MELLANCAMP
Come on, guys...
SAMANTHA FOX
Knock it on the head
STRAY CATS
You're scraping the barrel
VIXEN
Is anyone there?
WHITESNAKE
Hello?

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Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury

B = 0 2
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
BMX XXX
Bombad Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

C = 0 3
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
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Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
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ESPN Int. Track & Field
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ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Getaway
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Gradius 3 & 4
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Gran Turismo 3
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Gravity Games
Green Rogue
GTA 3
GTA: Vice City
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 0 8
H30 Surfing
Half Life
Harry Potter
Harry Potter C.of Secrets
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Ass.
Hot Shots Golf 3

I = 0 9
Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2

K = 1 1
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legion: Leg. of Excalibur
Lego Racers 2
LMA Manager 2002
LMA Manager 2003
Loony Tunes Space Race
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 1 3
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
Minority Report
MLB Slugfest 2003
Mobile Suit Gun.: Z.Front
Mobile Suit Gun.F.v Zeon
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Mortal Kombat: Deadly A
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NASCAR Thunder 2003
NBA 2K2
NBA 2K3
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
Need for Speed H.Purs.2
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL 2003
NHL Hitz 2002
Nightfire
No-One Lives Forever

O = 1 5
Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback
Orphen

P = 1 6
Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7
Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution

R = 1 8
R Carmichael's MX 2002
Racer Revenge
Raging Breath
Ratchet and Clank
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Red Faction 2
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Rise of the Akkadian
Road Rage
Robot Wars
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Romance of 3 Kingdom 7
RTS: Army Men
Rumble Racing
Run Like Hell
Rune: Viking Warlord

S = 1 9
S Palmer's Snowboarder
Sarge's Heroes 2
Scooby Doo: 100 Frights
Scorpion King
Sega Sports Tennis 2K2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Shinobi
Shox
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons' Skateboarding
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Slam Tennis
Sled Storm
Sly Cooper & Thievius R.
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Space Channel 5
Spiderman The Movie
Splashdown
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Bust-A-Move 2
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Surfing H30
Swing Away Golf

T = 2 0
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Terminator: Dawn of Fate
Test Drive
Test Drive: Wide Open
The Bouncer
The Fellowship Of Ring
The Getaway
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F)
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Thing
The Two Towers
The Weakest Link
Theme Park World
This is Football 2002
This is Football 2003
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom & Jerry: W.of Whisk.
Tony Hawk's 3
Tony Hawk's 4
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)

V = 2 2
Vampire Apocalypse
Vampire Night
Vice City, G.T.A.
Victorious Boxers
Virtua Fighter 4
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Arms 3
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World Outlaws: S.Cars'02
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
WW2: Prisoner of War
WWE Smackdown! J.B.I.
WWE Smackdown! SYM
WWF Smackdown! J.B.I.

X = 2 4
X Games: Skateboarding
X Games: Snowboarding
X-Men: Next Dimension
X-Squad
Xtreme G3

Y = 2 5
Yanya Caballista: Skater
YuGiOh! Dual Monsters 2

Z = 2 6
Zeonic Front
Zone of the Enders
Zorro (Shadow Of)

0-9 = 2 7
007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

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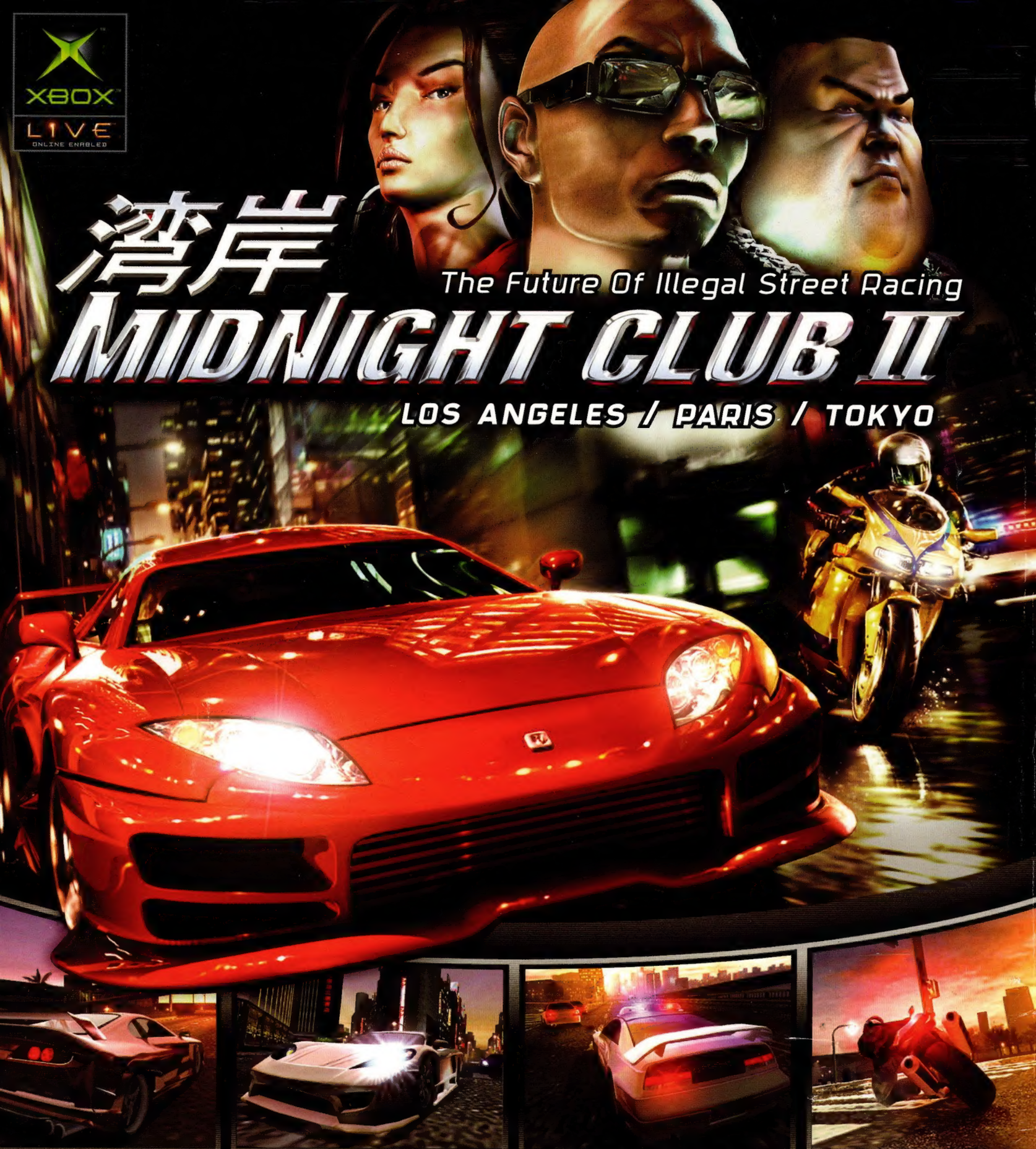

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